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FREEDOM FORCE™

OFFICIAL STRATEGY GUIDE

by Rick Barba

City Maps for Each Mission!

For Windows® 98, 2000, ME, and XP

This game has received the following rating from the ESRB:

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CRAVE ENTERTAINMENT

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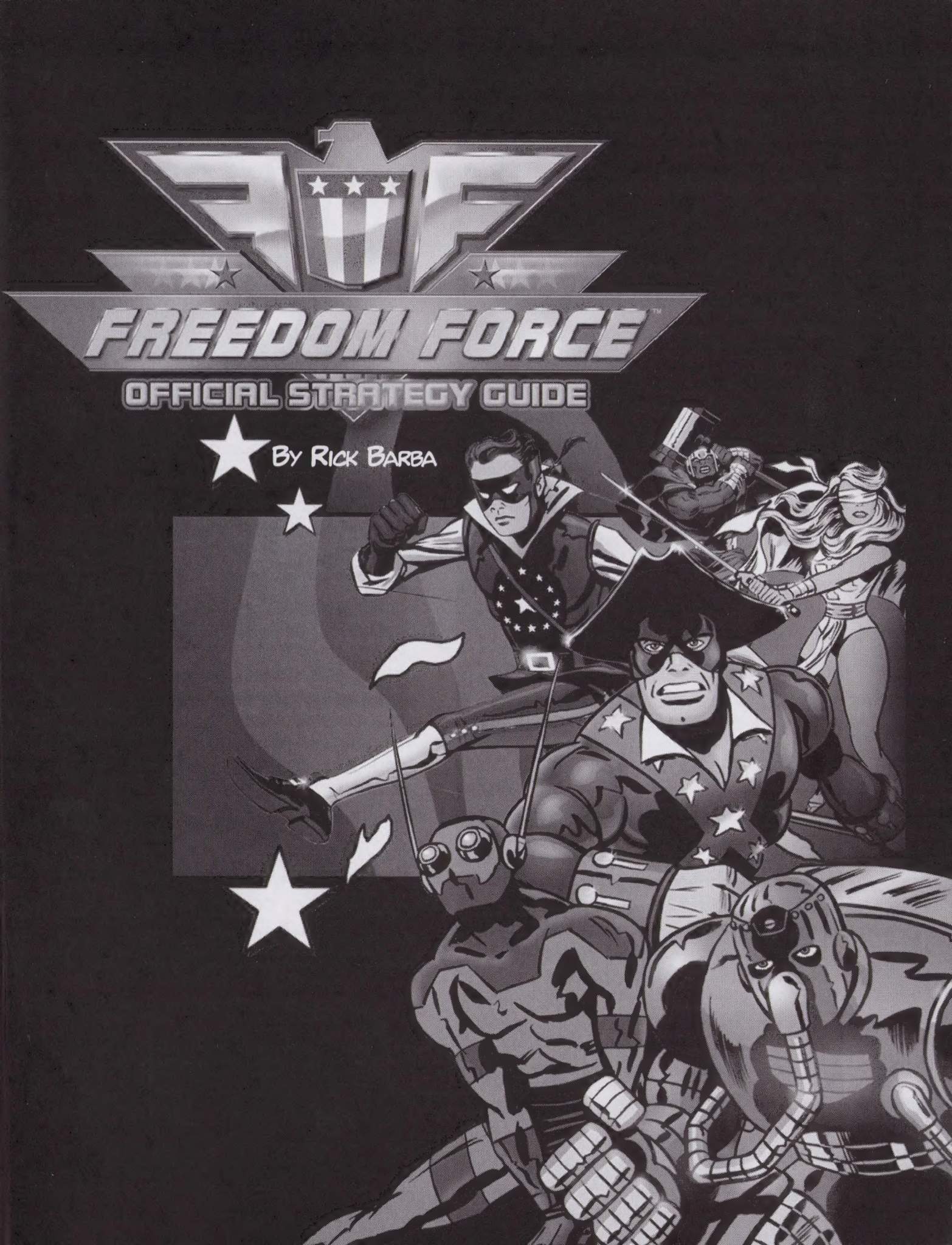
FREEDOM FORCE
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By Rick Barba

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BradyGAMES Publishing

An Imprint of Pearson Education
201 West 103rd Street
Indianapolis, Indiana 46290

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ISBN: 0-7440-0117-X

Library of Congress Catalog No.:
2001 135650

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 02-1 shows that the first printing of the book occurred in 2002.

05 04 03 02 4 3 2 1

Manufactured in the United States of America.

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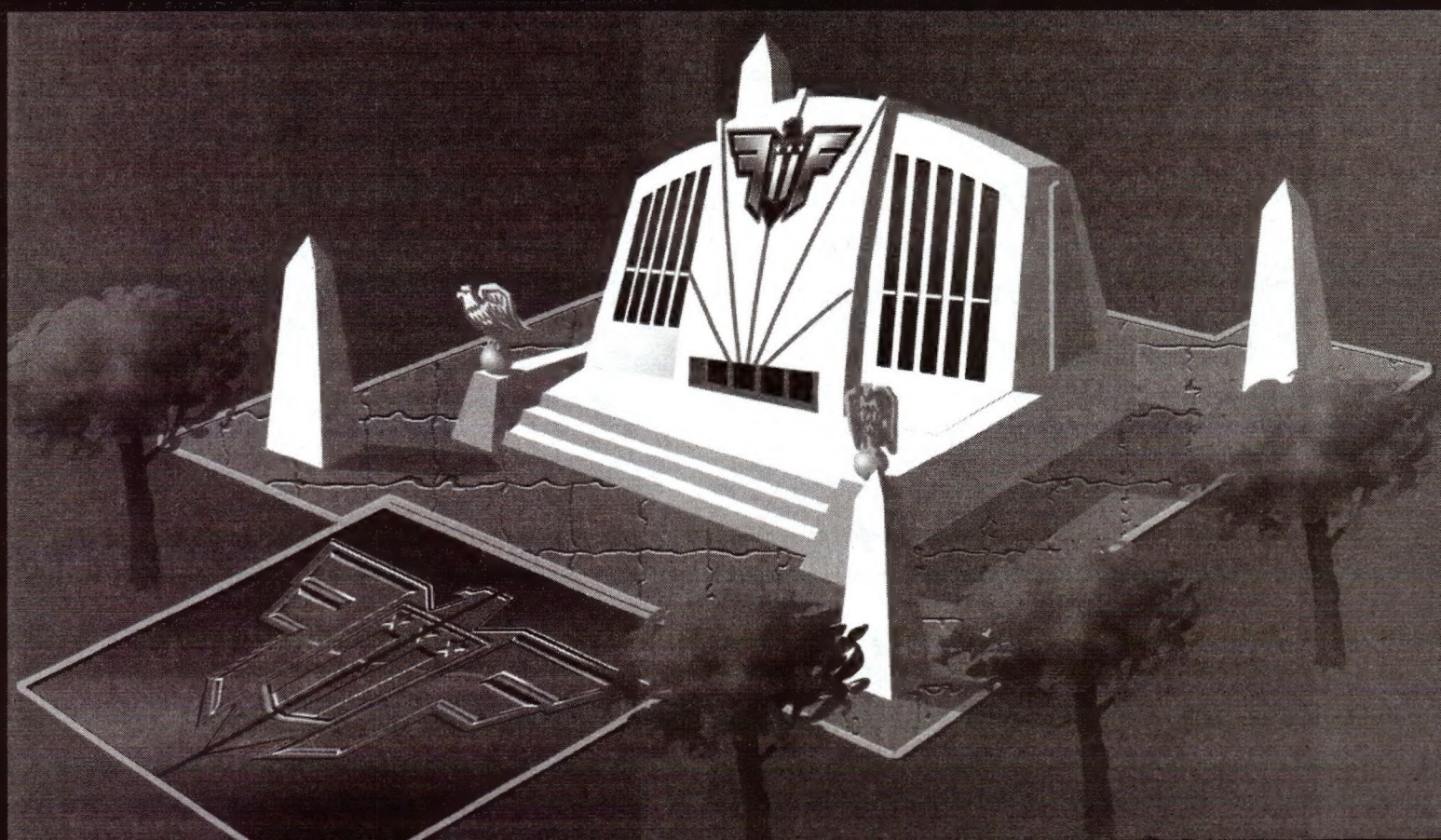
BradyGAMES would like to extend a special thanks to everyone involved in this project. In particular, we need to thank Sheri Snow, Yumi Saiki, Craig Owens, Kevin Hoekman and Rob Sandberg of Crave Entertainment. Also, we need to recognize Jon Chey and the folks at Irrational Games for taking the time to answer all of our questions. Thanks everyone!



FREEDOM FORCE

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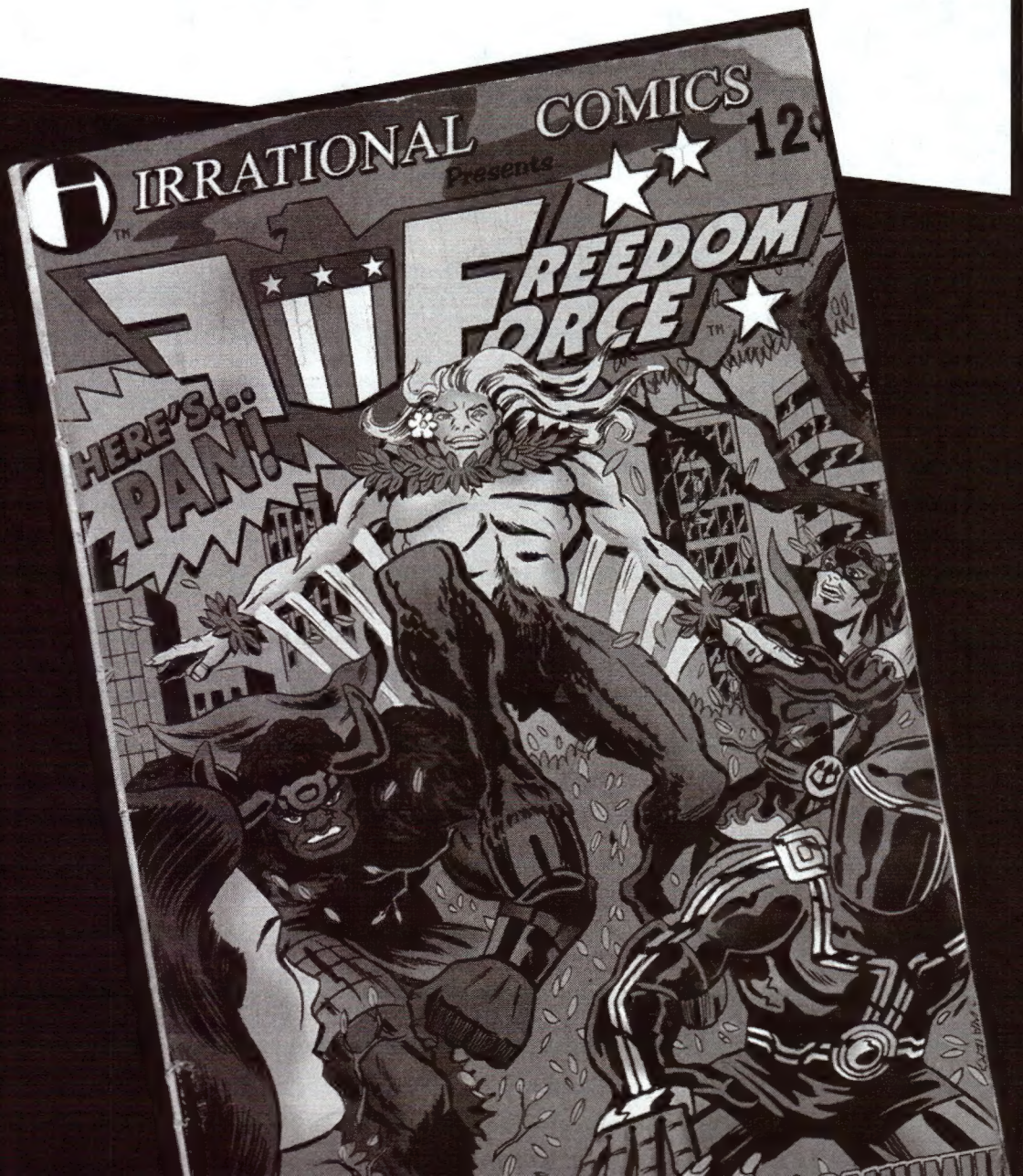
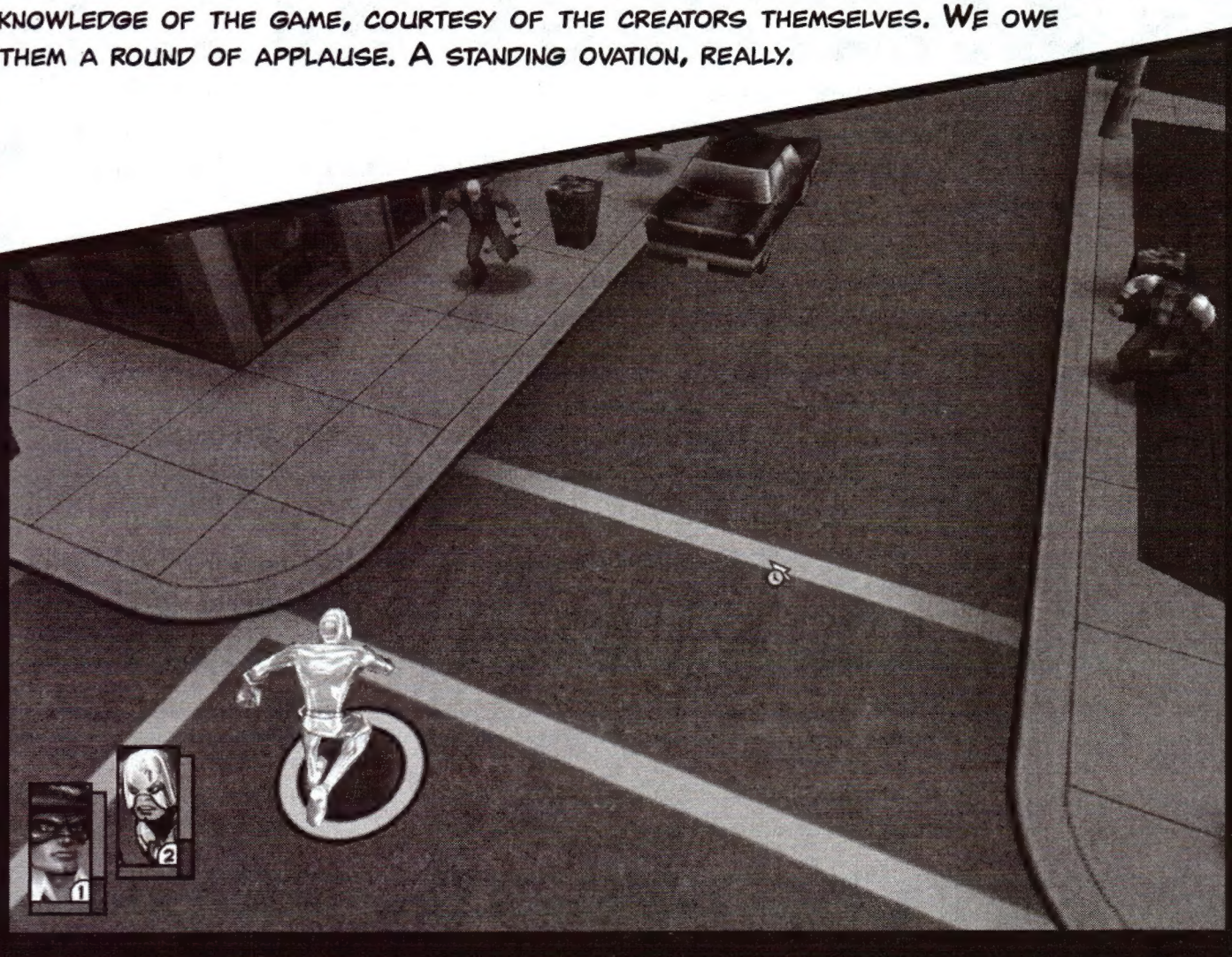
CHAPTER 1: GETTING STARTED

WELCOME TO THE OFFICIAL STRATEGY GUIDE FOR ONE OF THE MOST ANTICIPATED COMPUTER GAMES OF THE YEAR, A COMIC BOOK COME-TO-LIFE, CALLED *FREEDOM FORCE*. THIS INNOVATIVE TACTICAL **RPG** MELDS **21ST** CENTURY WHIZ-BANG GRAPHICS AND STELLAR GAMEPLAY WITH THE WONDERFULLY RETRO FEEL OF THE **1960'S** "SILVER AGE" OF COMIC BOOKS.



This book's strategies and step-by-step walkthroughs have emerged from countless hours of joyful immersion in the *Freedom Force* universe. And when we say "official" strategy guide, we mean just that. All of our efforts were patiently guided by the true experts—the designers, producers, and testers at Irrational Games, Crave Entertainment, and Electronic Arts. In particular, our general strategy section was shaped by considerable input from project manager Jon Chey and others at Irrational.

So when you consult this strategy guide, know that you're getting absolute inside knowledge of the game, courtesy of the creators themselves. We owe them a round of applause. A standing ovation, really.



USING THIS GUIDE

This book is easy to use, and designed to give you exactly the level of help you need. We assume you've read the detailed game manual, and played the game enough to be familiar with its controls and basic gameplay.

Chapter 1: Getting Started, the one you're reading right now, gives you the all-important and almighty cheat codes. What good strategy guide wouldn't start there? None we know.

Chapter 2: General Strategy offers a deep and plentiful array of tips and tactics culled from hours of playing and dreaming about *Freedom Force*. Again, much of the advice here comes directly from the game's creators at Irrational Games.

Chapters 3 & 4: The Characters of *Freedom Force* features an in-depth look at every hero, villain, and minion in the game. Each character's vital stats are reviewed and explained. This chapter is an essential reference for players who seek a deeper understanding of the match-ups that make *Freedom Force* so compelling in terms of gameplay.

Chapter 5: The Campaign is an in-depth, step-by-step guide through the game's single-player missions. Note that it offers but one of many ways to defeat *Freedom Force*. Because you can choose from so many heroes in the later missions, the paths to success are diverse.

Chapter 6: Multiplayer Tips provides some good advice on how to survive the madness and mayhem of team deathmatch mode, *Freedom Force* style.

Chapter 7: Creating Custom Heroes guides you through the absolutely addictive world of designing your own superheroes from the ground up. You'll learn about the process of creating a skin, wrapping it around a mesh, and then imbuing your 3D cybernaut with super-powers of your own choosing. It's great fun, but be warned. Once you get started, it's hard to stop!

CHEAT CODES

Before we go any further, let's get to the real reason why you have this book in your hands right now. Admit it—you want to cheat. You want unlimited points. You want to be a god.

Don't feel guilty. Your friends may claim they beat every game without cheating, but we're here to tell you: *They're lying.* Everybody does it. Read on. We have the goods.

ENABLE THE CONSOLE

In *Freedom Force*, you enter the cheat codes into a special overlay screen called the "console." To get the console screen to appear, you have to enable it. To enable it, you have to actually do some work.

After you install the game, open your Freedom Force game folder and find and open the System folder. The default path is:

C:\Program Files\Irrational Games\Freedom Force\System

Inside the System folder, you should find a file named "init.py." Open this file using any word processing program such as Word, Notepad, or Wordpad. You'll see lots of scary-looking lines of code. Ignore them. Simply start a new line anywhere in the document and type exactly the following:

```
import ff
ff.CON_ENABLE = 1
```

Basically, all you're doing is telling the program to enable the console when the game loads. Now you're in the cheating business. Welcome to the dark side!

OPEN THE CONSOLE

Now start the game. To open the console, simply press the tilde [~] key.

Lines of code appear on the screen. You should see a flashing cursor—a white box next to a ">" at the very bottom of the console's lines of code. This is where you type your codes.

ENTER THE CODES

There are literally dozens of "cheat" codes, mostly serving very esoteric things that nobody could hope to comprehend. However, we've distilled a few that you might find useful (or at least amusing).

You can enter certain cheat codes any time during a Campaign mission. We'll call these "in-game" codes. Other codes you can enter only when you're at the Freedom Force Base between missions—that is, at the screen that features the Mission Briefing, Team, and Database selections. We'll call these "in-base" codes.

To enter a code, simply type it into the console, then hit the "Enter" key.

IN-GAME CODES

You can enter these cheat codes during a mission. Remember to type them exactly as shown here, using upper/lower case as indicated, substituting numbers where indicated by the carrots (<>).

god()

Yes, this is the one you always want at first. It makes your current squad of superheroes invulnerable, eliminating any challenge and encouraging moral slack. (Note: Don't forget to type the parentheses after "god.")

peace()

This one shuts down all of the characters in the current room or area, except for your hero squad. It's kind of eerie to wander around while bad guys stand around with a vacant stare, ignoring you.

CAM_MAX_ZOOM = <number>

This sets the maximum "zoom out" distance for the camera. If you want to zoom out really far, replace <number> with 10000.

CAM_MIN_ZOOM = <number>

This does the opposite of the previous code, setting the minimum "zoom in" distance for the camera. Replace <number> with a really small or even negative number to zoom in really close to things.

CAM_FREE_MOVE = 1

This is easily the coolest code by far. It sets the camera to "free movement" mode. You can literally move the view anywhere. All of this book's awesome screenshots—the close-ups, the dramatic angles—were made possible by this function.

To swivel the camera in this mode, hold the "Alt" key and move the mouse. To go forward, hold the "Alt" key and press "W." To go backward, hold the "Alt" key and press "S." It's a blast once you get the hang of it. You'll find yourself swooping over each mission landscape like—well, like a *superhero*.

DEBUG_ALLPOWERS = 1

This gives each member of your current squad of heroes all of their available powers. Use this code and experiment with lots of powers to determine which powers you prefer for the custom heroes you construct.

Mission_Win()

This lets you automatically win the mission.

Mission_Lose()

This lets you automatically lose the mission.

IN-BASE CODES

Here are the cheat codes you can enter between missions, when you're at the FF Base screen. Again, remember to type them exactly as shown here, using upper/lower case as indicated, substituting numbers or names where indicated by the carrots (<>).

Names should be typed in lowercase enclosed in apostrophes, adding an underscore in spaces, such as the following:

'man_bot'

'the_ant'

'man_o_war'

'minute_man'

'liberty_lad'

'el_diablo'

'sea_urchin'

'deja_vu'

'mr_mechanical'

'nuclear_winter'

Campaign_Recruit('<name>')

This code lets you recruit any hero to your Freedom Force hero roster. Actually, you can add villains, too. However, if you select a villain from the roster for a mission, they immediately turn on you when the mission begins.

Campaign_AddPrestige(<number>)

This code lets you add as many Prestige Points as you want, so you can recruit heroes. Of course, the previous cheat makes this one unnecessary.

Campaign_AddCP('<name>', <number>)

This code lets you add character points (CP) to the character whose name you enter. This lets you buy more powers and attributes.

Campaign_AddVillain('<name>')

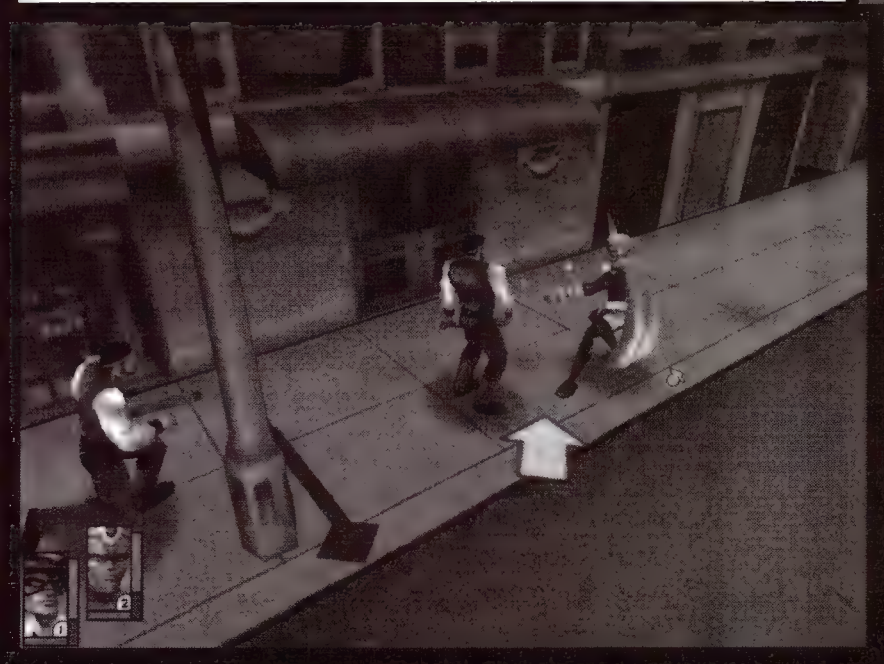
This code lets you add the villain named to the list of villains in the Database. This is helpful if you want to check the stats of a villain you haven't officially vanquished yet.

Campaign_AddMinion('<name>')

This lets you add any minion to the Database. Again, you can check vulnerabilities and stats of enemies who aren't in the Database yet—perhaps because you're facing them in the current mission you haven't beaten yet.

Campaign_UnlockOrigin('<name>')

Type in this code to unlock any hero's origin story.



CHAPTER 2: GENERAL STRATEGIES

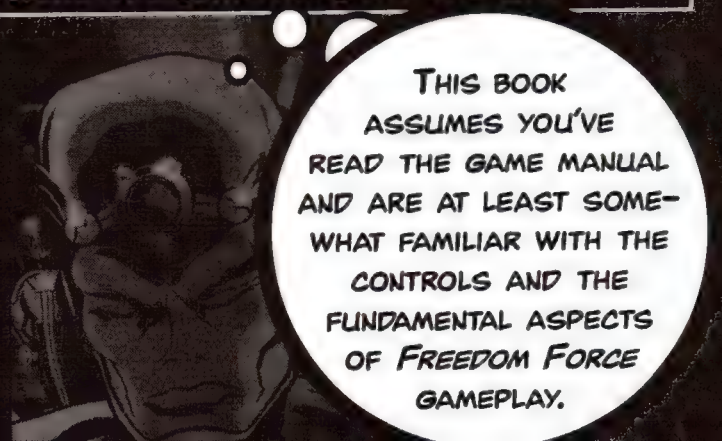
TIPS AND TACTICS

Read this chapter! It just may be the most valuable one in the book, particularly for you *Freedom Force* fighters who prefer general strategies rather than hand-holding walkthroughs. These are tried-and-true tips you can apply to most any mission or multiplayer scenario.

Indeed, many of the tactics compiled here come directly from the horse's mouth—the very creators of *Freedom Force* at Irrational Games. We also received generous assistance from the producers and testing crews at Crave and Electronic Arts. So you *know* you're getting real gold, not fool's gold, as you mine this chapter's nuggets.

Special thanks to Jon Chey and Max Sneddon at Irrational Games, Kevin Hoekman at Crave Entertainment, and Syruss Flyte at Electronic Arts for their masterful input into this book in general and this chapter in particular. Also, a special thanks goes to Ed Orman for his gaming expertise and unbeatable strategy tips.

READ THE MANUAL, PLAY THE GAME!



MOVEMENT TIPS

USE YOUR COVER

Hide behind buildings, rocks, cars—hey, whatever works. If you know an enemy has a projectile or beam attack that isn't of the rare penetrating variety, time your attacks so that you can step out, fire, and then retreat behind an obstacle that will block a return shot.

KEEP YOUR CHARACTERS MOVING

After you launch an attack, try to find a new position. Most bad guys will waste some time reassessing your location. If your hero is a flier, put him in the air, launch an attack, land and launch another attack, then repeat. This confuses foes by messing up their targeting priorities.

2-1. Keep moving between attacks! This forces foes to re-target, reducing the number of attacks they can launch.

DON'T SPREAD OUT TOO MUCH

On the other hand, if you spread your characters all over the map, you lose the benefits of concentrated fire and support. (More on this in the "Attacking" section.) Whenever possible, deploy your characters into groups of two or more, so that there's always a backup should one of them get in trouble.

DON'T BUNCH UP TOO MUCH

Enemies with large area or explosive attacks will make short work of you if you move your team of heroes in a tight clump.

HEALTH TIPS

DON'T WASTE HEALTH CANISTERS!

Perhaps the biggest mistake rookie gamers make is to consume health-restoring items indiscriminately. "Topping off" a barely depleted health bar is a tremendous waste of a precious resource. This only hurts you in the long run. If your heroes have health bars that are more than 50 percent red, don't use a Health Canister unless you think you can't get back to it later. Save Health Canisters for when you *really* need them. You'll find that Health Canisters are few and far between in the *Freedom Force* campaign missions.

KEEP YOUR CHARACTERS ALIVE

Sure, you can sacrifice a hero to take out a particularly tough enemy, but you might later realize that you'd rather have the extra attack options available later on.

KEEP YOUR CHARACTERS HEALTHY

When your heroes are low on health, don't reenter combat again unless you have no other options. Otherwise, retreat and seek out a Health Canister.

USE YOUR HEROIC DEEDS!

There's nothing worse than a KO'd character with a shiny, unused heroic deed medal on their character portrait. If you're low on health, retreat and take the time to issue a Heroic Remedy on the character. If you suffer a hit that inflicts a progressive damage state (such as Irradiated or Acid Burn), *immediately* use a Heroic Recovery (unless there's an Energy X canister nearby—see the next tip). The longer you wait, the more health you waste.

2-2. Health Canisters restore health, but any type of canister can cure an adverse state like Irradiated.

USE THOSE CANISTERS!

All Energy X canisters cure adverse states like Blinded or Irradiated, pick them up when you need them. You don't have to waste a heroic deed or Heroic Recovery if there's an Energy Canister nearby.

LET LAW USE HER BALANCE

Law's Balance can be very effective when she is low on health and her intended target has a lot, because it averages the hit points between them. However, if you increase the intensity you can transfer more health from the target to Law.

ATTACKING

PAUSE THE GAME

There's no penalty in *Freedom Force* for taking your time, surveying the situation, and making thoughtful decisions. With the game paused, you can see who's hurt and who's not (both good and bad guys), determine the best targets and attacks, set up each hero's attack or movement, even determine contingency plans in case things go wrong (like attacks that miss their target).

OVERPOWER YOUR FIRST SHOTS, BUT AIM CAREFULLY

When you first engage foes, determine their hit point status. If they have a lot, "overpower" your first attacks. You can do this by right-clicking on the attack in the Command menu to bring up the Power Commands, then upping the intensity by clicking on one of the Up Arrow commands.

It's best to move a little closer for better accuracy before you fire, however. Overpowered attacks use up *much* more of your EP, so if you miss, you deplete your energy stores for nothing! Also, remember that you can overpower a zero energy-point melee attack for very little cost.

UNDER-POWER SHOTS WHEN YOU CAN, TO SAVE ENERGY

If a foe has a thin red Health bar—that is, on the verge of unconsciousness—under-power your next attack. You can then KO the foe with a minimum expenditure of EP, saving it for your next victim.

CONCENTRATE FIRE ON TOUGH TARGETS

Enemies endowed with lots of hit points are usually endowed with powerful attacks, too (for example, a T-Rex or any of the bosses). So the sooner you KO such an enemy, the better, because you want to remove those attacks from the theater of battle. Focus the attacks of your entire team on tough foes, even if it gives lesser foes a chance to take a few unmolested shots at you. In the long run, it's almost always better to eliminate strong enemies first. Then you can split up your forces and go after the weaker enemies in one-on-one duels.

2-3. Concentrate team fire on bosses and other tough targets to take them out fast.

DIRECT "CONTINUOUS-FIRE" AT TOUGH TARGETS

Remember that when ordered to launch a melee attack, your character will repeat the attack continuously and automatically until the target is KO'd, without any special prompting. However, that's not the case with ranged or direct attacks. When you order a direct or ranged attack, your character fires once, then waits for your next command.

However, if you want to leave a hero or group of heroes attacking a hefty foe with ranged or direct attacks, the continuous fire option is a good way to force them to attack repeatedly. Just hold down the "C" key. The heroes will continue to fire until they run out of energy or the target is KO'd.

TRANSFER ENERGY FROM MAN-BOT

Use Man-Bot's "Transfer" power to continuously top off the Energy Points for other characters who are in continuous fire mode. This is particularly effective with a flying character like El Diablo. Select El Diablo and target a tough enemy with a continuous-fire *Tongues of Flame* attack—that is, hold down the "C" key when you launch the attack. Then select Man-Bot and target El Diablo with continuous-fire Transfer. El Diablo will be swimming in EP, with plenty of energy for both flying *and* slinging fireball after fireball.

WATCH YOUR FIELDS OF FIRE

Use large area powers as a first attack to break up clumps of enemies, then attack with the more direct powers and concentrate on individual targets. Don't close too soon and don't use "arc powers" (melee attacks that swing a weapon in an arc) on enemies that your other characters are fighting in melee. You'll end up whacking a few of your good friends across the landscape, too.

WIELD VARIOUS OBJECTS

This uses no energy, so when your make-shift club breaks, you're fully charged to follow up with a power attack.

2-4. Wielded attacks using objects like lampposts are powerful, yet expend no energy. Use them whenever you can in melee situations to conserve EP for follow-up attacks.

ATTACK FROM BEHIND!

Most enemies won't detect you unless they can see you, and this gives you the valuable first-blood advantage.

CHECK THE FLIGHT PATH OF TOSSES AND SHOTS

Be careful when throwing objects like oil barrels or launching projectile attacks with explosive area effects, such as grenades. There might be something blocking the way, and you don't want to knock a car or explosive barrel into an overhanging sign. If you accidentally hit something nearby, you can cause unnecessary and painful damage.

CLOSE SPACE BEFORE LAUNCHING RANGED ATTACKS

Left-clicking on an enemy with a default ranged attack will only make your character close to the extreme range of their power before firing. If you want to decrease your chances of missing, manually move your ranged attackers closer to the target before issuing the power command.

RAIN OBJECTS DOWN FROM THE ROOFTOPS

If your character has the "Jumper" attribute, grab a heavy throwable object and jump onto the top of a building. Now you can rain terror down on the enemy from above. Note that if you're throwing at bad guys who are next to the building you're on, you should get as close to the edge as possible.

BAIT THE ENEMY

Get your characters into a firing line, then send one of them forward to take a shot at a bad guy. When they respond by trying to close the distance, run your character behind the firing line, then mow down the bad guy as he comes in range.

PULL THE RUG OUT FROM UNDER HIGH TARGETS

Can't reach that enemy on the rooftop? You can always knock down the building underneath him, then clobber him while he's still recovering from the fall. Note that you will lose Prestige Points for the damage caused to the building, but it's a small price to pay for glory.

LET PROGRESSIVE DAMAGE STATES RUN THEIR COURSE ON FOES

If an enemy has an Irradiated or Acid Burn state, let it run its course before hitting them again. You can let their health tick down (often to the point where they're KO'd) while you regenerate your EP.

BACK *WELL* OFF FROM ENRAGED ENEMIES

If an enemy is in a Hypnotized or Enraged state, stand well clear and let them choose targets from amongst their buddies.

DON'T RUSH AN ATTACK ON DAZED OPPONENTS

If an enemy has a Mental Blank or Stasis state, they will come out of it when they're next hit. So, take your time and choose the best attack to follow up with.

KNOCK DOWN ENEMY FLIERS

Nothing is more annoying than an enemy who glides away when attacked, or hovers above you out of melee range. Knock flying enemies out of the air with thrown objects or other ranged attacks, such as Alchemiss' *Repulsion* power.

2-5. Use *Repulsion* or throw objects at fliers to knock them from the sky like gnats.

SMASH BUILDINGS WITH TOSSED OBJECTS

If you need to destroy a building, use thrown objects like rubble or cars. These things usually inflict more damage than melee or ranged attacks, and this technique leaves you with your Energy Points intact.

BEWARE THE FEET OF BIG FOES!

Large characters (like the T-Rex and Mr. Mechanical) cause area damage with every footstep, just by walking! Stay clear of their feet, and try to time your melee attacks for when they're stationary.

RESISTANCES

KNOW YOUR CHARACTER'S RESISTANCES

If you have a hero who's immune to bullet fire, have him/her take point against pistol brandishing thugs. If you have someone who can absorb Acid damage, let him/her take on any acid-spitting enemies like soldier ants. If you have someone who can absorb Heat damage, let him/her lead the way against flame-throwing foes like the red sylphs or flame mechs. Match your team's resistances to the enemy's attack abilities.

KNOW YOUR ENEMY'S VULNERABILITIES

Here's the converse of the previous tip. Check the Status bar when selecting foes to see what damage type they are vulnerable to. Then find the right hero power to exploit that weakness.

DON'T WASTE STATE-INDUCING ATTACKS

If you plan to use an Enraging or Hypnotizing power, use it on a bad guy who is actually capable of hurting his buddies when he attacks them. For example, suppose Pinstripe attacks you accompanied by a bat-wielding thug minion. Don't enrage the thug! If he turns his melee attack on Pinstripe, the boss merely absorbs the crushing damage and actually draws power from it.

STATES

USE ALTERATION TO TERMINATE DAMAGING STATES

You can cure a lot of nasty progressive-damage states (like Acid Burn or Irradiated) using Alchemiss' *Alteration* power. It may put your affected hero into another bad state (like Hypnotized or Enraged), but at least they won't be taking damage.

"COMMUTE THE SENTENCE" OF TEAMMATES

Use Law's *Commuted Sentence* power to transfer bad secondary states (like Acid Burn) from friendly characters. If you are quick, you can transfer that state onto an enemy target—with no chance of resistance! Boosting the intensity of the power increases the duration of the bad state on the targeted character. This is a great way to counter Acid Burn from green sylphs.

ENERGY

WITHDRAW AND RECHARGE

When low on energy, switch to a lower-powered attack or retreat to regenerate. Remember that energy regenerates more slowly when you're running, and even slower when flying.

CAREFULLY CONSIDER YOUR EP COSTS

Sure, you can overpower the very first shot in the hopes that it will take out the bad guy with one hit. However, if it misses, you're left vulnerable while your energy recharges. Sometimes, you're better off to get in multiple, less powerful attacks.

MONITOR THE BAD GUY'S ENERGY POINTS

You should (when possible) time your attacks to coincide with any ebb in your foe's EP. Just take a quick peek at his purple energy bar.

PREPARING FOR TOUGH FIGHTS

Energy Canisters give your characters a temporary boost to their energy recharge rate (essentially putting them into the Energized state). This is most effective when slinging powerful but costly ranged attacks at tough foes. The boost enables you to get in more attacks without having to pause and regenerate energy.

CHAPTER 3: THE CHARACTERS OF FREEDOM FORCE

Comic book worlds provide such fertile ground for character development—for dauntless heroes, depraved villains, and colorful small-time flunkies. *Freedom Force* continues this tradition with a roster of characters bigger and bolder than life. Before we call roll, let's take a quick look at some of the all-important building blocks of character in *Freedom Force*.

Stats, Attributes, and Resistances

In *Freedom Force*, characters wield great powers and weapons. But just as important to the fate of the Free World (and to gameplay) is each character's unique set of inherent physical abilities. These are expressed as data in the form of Stats, Attributes, and Resistances. Each category reveals certain essential elements of a character's makeup, whether hero, foe, or minion. Here's a quick review.

Stats

These five key values determine the base physical abilities of each character. The value for each Stat can range from 1 (lowest level) to 10 (highest level).

Strength (STR) Modifies melee damage inflicted and throwing ability. The higher the value, the greater the damage delivered when the character launches melee attacks, the heavier the objects he/she can pick up, and the further the character can throw those objects.

Speed (SPD) Determines the character's movement velocity. The higher the number, the faster the character can run on the ground and (if applicable) fly through the air. A greater speed value also decreases the time between successive attacks.

Agility (AGL) Determines how well the character can dodge incoming attacks. The higher the number, the nimbler the character, making him/her more likely to avoid taking damage.

Endurance (END) Determines the amount of hit points (HP) the character has. The higher the number, the more damage they can sustain before being KO'd. (See the note on **Hit Point Calculation** on the next page.)

Energy (ENG) Determines the rate at which the character's energy recharges. The higher the number, the faster the character's energy replenishes itself.

HIT POINT CALCULATION

The Endurance (END) stat determines the number of hit points (HP) for each hero, foe, or minion. Here's how it's determined:

END LEVEL	HIT POINTS
1	5
2	10
3	20
4	35
5	55
6	80
7	110
8	145
9	185
10	230

Also note that heroes get *double* HP. So although Eve and the gangster character both have an Endurance rating of 5, the gangster gets only the usual 55 HP, while Eve's HP total is doubled to 110.

RESISTANCES

When it comes to waging combat in *Freedom Force*, no data is more important than the Resistance values. Every character has 10 such values, one for each type of damage. A Resistance value modifies the pain—that is, the hit point loss—inflicted by an attack that delivers the associated damage type.

Thus, attacks can be rendered nearly harmless (or exceedingly lethal) by a target's resistance level to the type of damage inflicted by that attack. For example, Minuteman has a powerful *Smash* attack that normally inflicts a lot of crushing damage. However, if he uses it against one of Mr. Mechanical's robot mech-men, the attack doesn't hurt them much. Why? Because mech-men have high resistance to crushing damage.

The damage increase/decrease is easy to calculate. For each type of damage, there are five possible levels of resistance, listed here from highest to lowest level:

HIGHLY RESISTANT, RESISTANT, NORMAL, VULNERABLE, DEFENSELESS

These levels modify damage by multiplying a set value times the number of hit points an attack would *normally* inflict. The multipliers are as follows:

- HIGHLY RESISTANT: 0.25
- RESISTANT: 0.5
- NORMAL: 1.0
- VULNERABLE: 2
- DEFENSELESS: 4

So if a character is Highly Resistant to a particular type of damage, you reduce the damage by one-fourth—that is, multiply the normal damage by 0.25.

On the other hand, if a character is Vulnerable to crushing damage, the damage from a crushing attack would be multiplied by 2, delivering a painful 80 HP blow.

You can see how important it is to know an enemy's vulnerabilities—and your own. If you deliver the right attack, you can inflict a lot more pain, sometimes even quadrupling the damage.

ATTRIBUTES: A QUICK REFERENCE

Each character's Stats and Resistances shape his/her physical traits and abilities. However, these basic traits can be further enhanced by a large number of special attributes assigned to the character.

ATTRIBUTE	DESCRIPTION
ARMORED	RESISTANT TO PIERCING. SPEED REDUCED BY 1 LEVEL.
BEAUTIFUL	ENEMIES ATTEMPTING MELEE ATTACKS ON CHARACTER MUST MAKE A SUCCESSFUL RESISTANCE CHECK AGAINST HYPNOSIS.
BEDEVILED	MORE VULNERABLE TO MYSTICAL DAMAGE.
BERSERKER	10% CHANCE OF BECOMING ENRAGED AFTER TAKING DAMAGE.
BLIND	PERMANENT BLINDNESS STATE. LOWERS ACCURACY ON RANGED ATTACKS, AND ADDS A PENALTY TO THE SWIFTNESS OF MELEE ATTACKS AND DODGE CHANCES.
BLITZKRIEG	ADDS 3 TO THE SWIFTNESS OF ALL MELEE ATTACKS.
CHARGED	AFFECTS VULNERABILITIES (RESISTANT TO ELECTRICITY). ALL MELEE ATTACKS CAUSE 5 POINTS OF ELECTRICAL DAMAGE.
CLAWS	ADDS 10 POINTS OF PIERCING DAMAGE TO ALL MELEE ATTACKS.
CLUMSY	CANNOT PICK UP OBJECTS OR WIELD OBJECTS.
COLD BLOODED	MORE VULNERABLE TO COLD DAMAGE.
COSMIC CHUMP	MORE VULNERABLE TO ENERGY.
CRACK SHOT	INCREASES ACCURACY.
CYBERNETIC BRAIN	RESISTANT TO HYPNOSIS, ENRAGE, PANIC, AND MENTAL BLANK. INCREASES ACCURACY.

DANGER SENSE	ABILITY TO DODGE ATTACKS/USE PASSIVE DEFENSES FROM BEHIND. CHARACTER GETS +1 SPEED BONUS TO DODGE ATTEMPTS. BLIND STATE DOES NOT STOP DODGING OR PASSIVE DEFENSES.
DENSITY CONTROL	IMMUNE TO KNOCK-BACK. JUMPING ABILITIES SIMILAR TO JUMPER ATTRIBUTE.
DISCIPLINED	RESISTANT TO ALL MENTAL ATTACKS INCLUDING HYPNOSIS, MENTAL BLANK, RAGE, AND PANIC.
ENERGETIC	ENERGY RECHARGES TWICE AS FAST, BUT CHARACTER HAS ONLY HALF THE NORMAL MAXIMUM ENERGY.
EXTRA HEROIC	ADDS AN EXTRA HERO POINT.
FAST HEALING	CONTINUOUSLY RECOVER HIT POINTS WHENEVER DAMAGED, UP TO A MAX OF 100 HIT POINTS.
FLIER	ABILITY TO FLY.
FLUCTUATION	DANGEROUSLY UNPREDICTABLE POWERS. RANDOM DAMAGE 0% TO 300% OF BASE DAMAGE AMOUNT.
FOCUS	NEED A SUPREME FORCE OF WILL TO EXECUTE AREA ATTACKS. AREA RANGE IS HALVED, AND DAMAGE IS DOUBLED.
GLASS BONES	VULNERABLE TO CRUSHING DAMAGE.
GRIM RESOLVE	MORE RESISTANT TO STUN DAMAGE.
GROUNDED	MORE VULNERABLE TO ELECTRICAL DAMAGE.
HEAT SENSITIVE	SUSCEPTIBLE TO HEAT ATTACKS.
HEAVY HITTER	DOUBLES THE DAMAGE OF ALL WIELDED ATTACKS.
HEAVY LIFTER	ADDS 3 STRENGTH VALUE FOR LIFTING AND THROWING.
HEROIC	ADDS 1 HERO POINT.
HIRSUTE	GREATER RESISTANCE TO COLD DAMAGE.
HOT TEMPERED	RANDOMLY USES HIGHER INTENSITY POWERS.
INVERTEBRATE	MORE RESISTANT TO RADIATION.
JUMPER	ABILITY TO JUMP.
LEVEL HEADED	RESISTANT TO MYSTICAL AND MENTAL DAMAGE.
LEVITATE	ABILITY TO FLY WITH HALF NORMAL MOVEMENT SPEED AND DOUBLE EP COST.

LIGHT SPEED	DAMAGE OF ALL BEAM ATTACKS IS DOUBLED; ADD 3 TO SWIFTNESS.
MYOPIC	DECREASES ACCURACY.
NEUTRALIZE	MORE RESISTANT TO ACID DAMAGE.
NIMBLE	ADD 3 TO AGILITY BONUS.
PONDEROUS	NO DODGE, AND -2 TO THE SWIFTNESS OF MELEE ATTACKS.
RADIOACTIVE	HIGHLY RESISTANT TO RADIATION.
RAPID METABOLISM	VULNERABLE TO ACID AND RADIATION.
SHAKE IT OFF	DURATION OF ALL PROLONGED DAMAGE STATES IS HALVED.
SLOW MOVING	SUBTRACT 3 TO DODGE ATTEMPTS, BUT INCREASE 10% HIT POINTS.
SOLID SKELETON	RESISTANT TO CRUSHING DAMAGE.
STRANGE VISITOR	MORE RESISTANT TO ENERGY DAMAGE.
TEMPERATURE CONTROL	RESISTANT TO HEAT AND COLD.
THIN SKINNED	VULNERABLE TO PIERCING DAMAGE.
TIMID	10% CHANCE OF BECOMING PANICKED AFTER TAKING DAMAGE.
TOUGH GUY	ALL RESISTANCES INCREASE BY 50%.
UNBELIEVER	MORE RESISTANT TO ALL FORMS OF MYSTICAL ATTACK.
UNHEROIC	SUBTRACTS ONE HERO POINT.
UNSTABLE ENERGY	RANDOMLY TRIGGERS ENERGY RELEASE AREA ATTACK WHEN A CHARACTER TAKES DAMAGE.
UNSTABLE MOLECULES	MATERIAL TYPE IS RANDOMLY SELECTED AT THE BEGINNING OF EVERY MISSION, FOR THE DURATION OF THAT MISSION.
VOLCANIC	RESISTANT TO HEAT DAMAGE.
WALL CLIMBING	ABILITY TO CLIMB WALLS.
WEAK MINDED	RESISTANCE TO MENTAL DAMAGE IS HALVED.

HEROES

Here's an in-depth look at the heroes of Freedom Force. You can use this section as a reference guide when playing the game.

ALCHEMISS

REAL NAME: CATHERINE LARCHMONT-PRICE

AGE: 19

HEIGHT: 5'8"

BELIEVING IN LITTLE BESIDES HER ABILITY TO MAKE MEN DROOL, CATHERINE LARCHMONT-PRICE WANDERED THROUGH LIFE DISDAINFUL OF THE BELIEFS OF OTHERS. ALL THAT CHANGED WHEN THE GODDESS CAME TO HER DREAMS ONE NIGHT, BLESSING CATHERINE WITH MYSTIC POWERS AND TRANSFORMING HER INTO THE ALCHEMISS.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STRENGTH: 3
- SPEED: 4
- AGILITY: 4
- ENDURANCE: 4
- ENG: 6

ATTRIBUTES

- TIMID
- LEVEL HEADED
- LEVITATE

POWERS

ALCHEMISS'S POWERS SEEM TO BE A RESULT OF A COMBINATION OF MAGIC AND ENERGY MANIPULATION. WHAT IS KNOWN FOR SURE IS THAT MOST OF HER POWER USE REVOLVES AROUND THE USE OF WORDS AND GESTURES THAT EVOKE IMAGES OF CLASSIC FAIRY-TALE WIZARDRY.

SORCERY

Smite the Wicked

MELEE

CRUSHING

A SHARP SLAP FOR THE UNWORTHY.

Arcane Bolt

PROJECTILE

ENERGY

A SMALL BOLT OF MYSTIC ENERGY.

Repulsion

DIRECT

PIERCING

BATTERS AN ENEMY AGAINST AN OBJECT OR REMOVES THEM FROM MELEE RANGE.

Vengeance Curse

DIRECT

HEX (MYSTICAL)

A CURSE FROM THE GODDESS TO VEX THE UNWORTHY.

Arms of the Goddess

ACTIVE DEFENSE

***

PROTECTION AGAINST A VARIETY OF PROJECTILE AND BEAM ATTACKS.

DIMENSIONAL SUMMONING

Alteration

DIRECT

ALTERATION (MYSTICAL)

USEFUL FOR REMOVING OR INFLICTING DETRIMENTAL STATES.

Blessed Aegis

PASSIVE DEFENSE

***

COMPLETELY PROTECTS AGAINST SPECIALS.

Aloft

AREA

CRUSHING

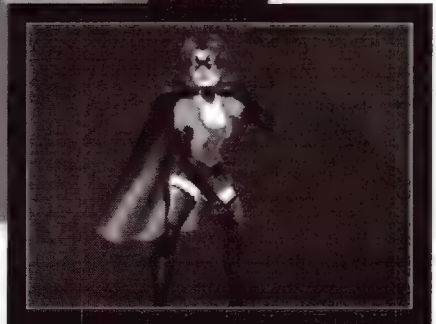
PROPEL OBJECTS STRAIGHT UPWARDS WITH GREAT FORCE.

Purgatory

DIRECT

PURGATORY (MYSTICAL)

TEMPORARILY BANISH AN ENEMY FROM THIS PLANE OF EXISTENCE.



BLACKBIRD

VITAL STATS

REAL NAME:
CASSANDRA CALLOWAY

AGE: 28

HEIGHT: 5'9"

During her time in and out of jail for burglary, Cassandra Calloway realized that crime did not pay and relegated herself to a life of misery. After being bombarded with Energy X, however, she decided to fight crime rather than commit it.

RESISTANCES

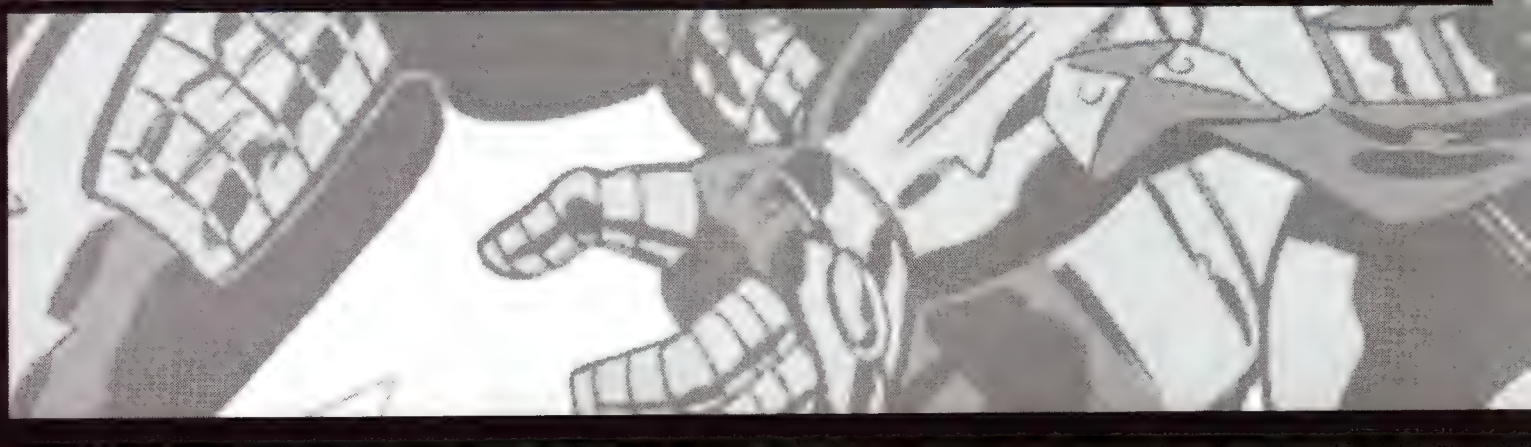
PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	DEFENSELESS
ENERGY	NORMAL
ACID	DEFENSELESS
MYSTICAL	NORMAL

STATS

- STR: 3
- SPD: 4
- AGL: 4
- END: 4
- ENG: 6

ATTRIBUTES

- RAPID METABOLISM
- FLIER
- LEVEL HEADED



POWERS

TALONS OF FURY

Piercing peck

A basic melee attack

Fluttering feathers

Passive defense that confounds the enemy, making you harder to hit

Blinding scratch

Short-range melee attack that causes blindness

SONIC VIBE

Seeking beam

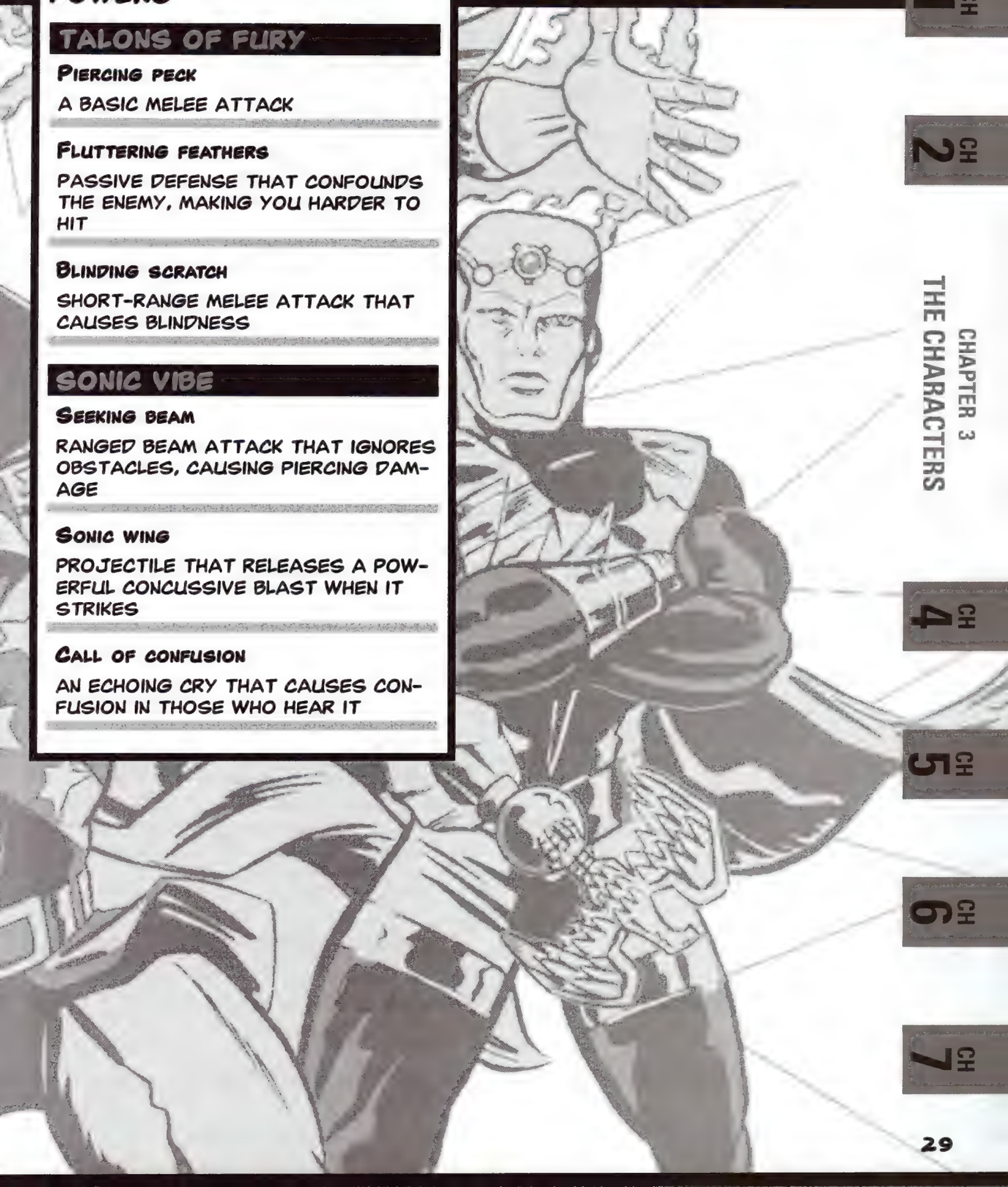
Ranged beam attack that ignores obstacles, causing piercing damage

Sonic wing

Projectile that releases a powerful concussive blast when it strikes

Call of confusion

An echoing cry that causes confusion in those who hear it



BULLET

REAL NAME: DWIGHT ARROW

AGE: 24

HEIGHT: 5'11"

A CAREER MILITARY MAN, MAJOR DWIGHT ARROW HAS A DEEP-ROOTED AND SELFLESS CONCERN TOWARD INNOCENT CITIZENS CAUGHT IN THE CROSSFIRE OF ANY CONFLICT. BLESSED WITH FANTASTIC POWERS OF SPEED, HE IS ALWAYS THE FIRST INTO BATTLE WHEN CALLED UPON.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	DEFENSELESS
ENERGY	NORMAL
ACID	DEFENSELESS
MYSTICAL	NORMAL

STATS

- STR: 5
- SPD: 10
- AGL: 4
- END: 5
- ENG: 4

ATTRIBUTES

- RAPID METABOLISM
- FAST HEALING
- SOLID SKELETON

POWERS

WITH BLINDING SPEED, HIS ATTACKS TEND TO REQUIRE GETTING IN CLOSE TO HIS FOES. THIS PROVES SOMEWHAT PROBLEMATIC FOR SOMEONE WHO CAN QUICKLY ATTACK AND THEN BE GONE IN A SPLIT SECOND.

FISTS OF FURY

One-Shot Punch

MELEE

CRUSHING

A HIGH-VELOCITY JAB.

Fist Flurry

MELEE

CRUSHING

DELIVERS THREE STRIKES IN QUICK SUCCESSION.

Fist Fusillade

MELEE

CRUSHING

DELIVERS SIX AVERAGE PUNCHES IN VERY QUICK SUCCESSION.

Speeding Bullet

SPECIAL

***

KNOCKS BACK ENEMIES AT THE END OF A SPRINTING RUN.

SPEEDING BULLET

Sprint

SPECIAL

***

ENABLES YOU TO MOVE TO A SPOT NEARLY INSTANTLY.

Whirlwind Projectile

CRUSHING

CARRIES OPPONENTS UP IN THE AIR BEFORE STUNNING AND DROPPING THEM.

Hyper Spin

ACTIVE DEFENSE

***

ACTIVE DEFENSE, BUT CANNOT MOVE OR ATTACK WHILE IN USE.

Energize

DIRECT

ENERGIZE (SPECIAL)

ACCELERATE OTHER CHARACTERS' ENERGY REGENERATION, BUT WITH CHANCE OF STUN.

Electrify

SPECIAL

***

PROVIDES A BURST OF ELECTRICITY TO THE USER.

EL DIABLO

REAL NAME: RICARDO RAMIREZ

AGE: 19

HEIGHT: 6'1"

RICARDO RAMIREZ WAS THE LEADER OF A GANG OF THUGS AND MISCREANTS. HOWEVER, SINCE HIS ENCOUNTER WITH ENERGY X, HIS VIEWPOINT CHANGED. NOW USING HIS AMAZING ABILITY TO CONTROL FIRE, HE SEEKS TO MAKE UP FOR LOST TIME.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	HIGHLY RESISTANT
COLD	DEFENSELESS
MENTAL	NORMAL
ELECTRICAL	RESISTANT
RADIATION	NORMAL
ENERGY	NORMAL
ACID	HIGHLY RESISTANT
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 4
- AGL: 4
- END: 4
- ENG: 5

ATTRIBUTES

- FLIER
- HOT TEMPERED

POWERS

EL DIABLO'S POWERS INVOLVE THE CREATION AND CONTROL OF HIGH-INTENSITY FLAMES. SINCE THE FLAMES DON'T TRAVEL THROUGH THE AIR AT GREAT DISTANCES, HE IS MUCH BETTER SUITED AT CLOSE-RANGE COMBAT.

TIER A

Swift Punch

MELEE

CRUSHING

A FAST PUNCH.

Fire It Up

ACTIVE DEFENSE

***

A POWERFUL DEFENSE THAT BURNS ENEMY ATTACKS BEFORE THEY CAN STRIKE.

Flaming Fist

MELEE

HEAT

A STRONG, FIERY MELEE ATTACK.

Absorb Heat

PASSIVE DEFENSE

***

GAIN ENERGY POINTS FROM INCOMING FIRE DAMAGE.

TIER B

Tongues of Flame

BEAM

HEAT

AN EFFECTIVE MEDIUM-RANGED BEAM ATTACK.

Inferno

PROJECTILE

HEAT

A POWERFUL EXPLOSIVE PROJECTILE.

Ignition

DIRECT

IGNITION (HEAT)

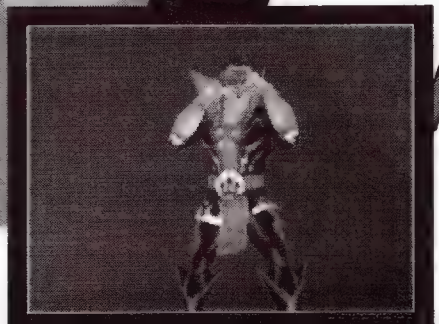
SET FIRE TO OBJECTS, CAUSING THEM TO EXPLODE IN A FIREBALL.

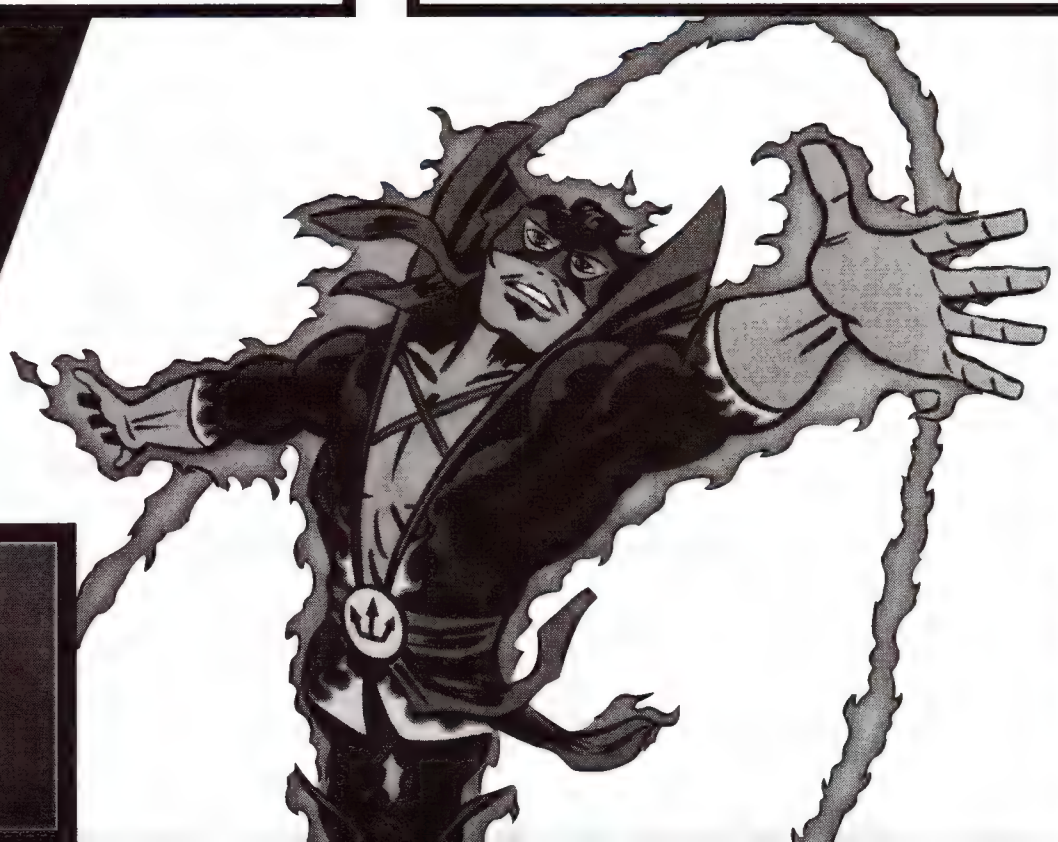
Hellfire

PROJECTILE

HEAT

A MIGHTY EXPLOSION THAT RELEASES FOUR SMALLER EXPLOSIONS.





EVE

REAL NAME: UNKNOWN

AGE: UNKNOWN

HEIGHT: 7'0"

EVE FIRST APPEARED SLIGHT DRESSED IN A SLIGHT COVERING OF LEAVES, YET ARMED WITH A DECIDEDLY DEADLY BOW. SHE CAN FIRE ARROWS WITH PINPOINT ACCURACY, POSSESSES LIMITED CONTROL OVER PLANT AND ANIMAL LIFE, AND EXHIBITS A HYPNOTIC EFFECT ON HUMAN MALES.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 4
- AGL: 5
- END: 5
- ENG: 5

ATTRIBUTES

- BEAUTIFUL
- CRACK SHOT
- TEMPERATURE CONTROL

POWERS

EVE'S POWERS MOSTLY REVOLVE AROUND HER CONTROL OVER NATURE. UNDER HER INFLUENCE, CREATURES SEEM MORE THAN WILLING TO RISK HARMING THEMSELVES FOR "THE GREATER GOOD." HER POWERS ALSO ENABLE HER TO ACCELERATE PLANT GROWTH.

ARCHERY

Arrow

PROJECTILE

PIERCING

A LOW DAMAGE, BUT ACCURATE, LONG-RANGE ATTACK.

Living Arrow

PROJECTILE

PIERCING

HONES IN ON ITS TARGET.

Acid Arrow

PROJECTILE

ACID BURN (ACID)

A RANGED ATTACK THAT CAUSES PROGRESSIVE ACID DAMAGE.

Swarm of Arrows

PROJECTILE

PIERCING

SPLITS INTO MULTIPLE ARROWS THAT SEEK OUT AND STRIKE RANDOM ENEMIES.

NATURE'S GLORY

Nature's Kiss

MELEE

HYPNOSIS (MENTAL)

AN ATTACK THAT CAN CAUSE HYPNOSIS.

Swarm of Leaves

DIRECT

BLIND (MYSTICAL)

A SWARM OF LEAVES APPEARS TO BLIND THE ENEMY.

Binding Vines

DIRECT

STASIS (MYSTICAL)

A PARALYZING ATTACK THAT BINDS THE TARGET WITH VINES.

Empathy

SPECIAL

***

AN ACTIVE DEFENSE WHICH CAUSES ENEMIES TO SHARE DAMAGE THEY INFLICT.

IRON OX

VITAL STATS

REAL NAME: ALFRED "IRON OX" JENKINS

AGE: 45

HEIGHT: 7'8"

ALFRED "IRON OX" JENKINS SPENT MUCH OF HIS YOUTH TRAVELING AROUND ENGLAND, BOXING IN EXHIBITION MATCHES. BUT AS THE THRILL OF THE FIGHT FADED, ALFRED RETIRED TO AMERICA, SEEKING NEW FORTUNES. WHEN STRUCK BY A BEAM OF ENERGY X, ALFRED BECAME INVIGORATED AGAIN!

RESISTANCES

PIERCING	HIGHLY RESISTANT
CRUSHING	HIGHLY RESISTANT
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	VULNERABLE
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 6
- SPD: 5
- AGL: 5
- END: 4
- ENG: 4

ATTRIBUTES

- ARMORED
- JUMPER
- GRIM RESOLVE
- DISCIPLINED

POWERS

PUGILISM

BIFF

A HEFTY PUNCH.

HAYMAKER

MELEE ATTACK THAT AFFECTS AN AREA, KNOCKING OPPONENTS UP AND AWAY.

FANCY FOOTWORK

PASSIVE DEFENSE THAT AVOIDS ALMOST ALL TYPES OF ATTACKS (SOMETIMES).

SPARRING

JAB

MELEE ATTACK THAT PIERCES THROUGH AN OPPONENT'S DEFENSES.

SUNDAY PUNCH

THROWS OUT A SHOCKWAVE OF DAMAGE TO STUN AN OPPONENT.

IRON JAW

ACTIVE DEFENSE THAT GIVES EXTRA PROTECTION AGAINST MUNDANE DAMAGE.

LAW

REAL NAME: SARAH WHITNEY

AGE: 20

HEIGHT: 5'11"

SPECIAL EQUIPMENT: RIGHT OF LAW (SWORD)

LAW BEGAN HER CRIME-FIGHTING CAREER AT AN EARLY AGE, AS A WITNESS TO A BUNGLED MOB HIT THAT TOOK AWAY HER SIGHT. SHE WAS EVENTUALLY PLACED UNDER THE PROTECTION OF AN HONEST COP TO PROTECT HER FROM THE HIT MEN. AFTER BEING STRUCK WITH ENERGY X, THE PAIR BECAME INEXTRICABLY LINKED AND FORMED THE TAG-TEAM OF LAW AND ORDER.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 4
- AGL: 4
- END: 5
- ENG: 5

ATTRIBUTES

- BLIND
- DANGER SENSE

JUSTICE

JUSTICE

PASSIVE DEFENSE

***

A PASSIVE DEFENSE THAT SHIELDS THE USER FROM MANY MELEE ATTACKS.

THRUST

MELEE

PIERCING

A MELEE ATTACK THAT DELIVERS GOOD DAMAGE.

SLASH

MELEE

PIERCING

A MELEE ATTACK WITH A WIDE ARC BUT LOWER DAMAGE.

TROUNCE

MELEE

PIERCING

DELIVERS THREE STRONG ATTACKS IN QUICK SUCCESSION.

BALANCE

TRANSFORM

SPECIAL

***

TRANSFORMS LAW INTO HER COUNTERPART, ORDER.

MERCY

DIRECT

MERCY (SPECIAL)

TRANSFERS HEALTH POINTS TO OTHER CHARACTERS.

HARMONY

ACTIVE DEFENSE

***

PREVENTS DAMAGE BEING TAKEN FROM ELEMENTAL FORCES.

COMMUTED SENTENCE

DIRECT

SPECIAL

REMOVES SECONDARY STATES LIKE BLINDNESS OR IRRADIATED.

BALANCE

DIRECT

MYSTICAL

POOLS HIT POINTS OF LAW AND HER TARGET, THEN DIVIDES THEM EQUALLY.

LIBERTY LAD

REAL NAME: NICK CRAFT

AGE: 15

SPECIAL EQUIPMENT: SPECIALLY CONSTRUCTED ENERGY BOMB CASINGS

THE FREEDOM FORCE CONSIDERS LIBERTY LAD THEIR "LITTLE BROTHER." NICK CRAFT WAS OFTEN FOUND NOSE DOWN IN THE LATEST COMIC BOOK. DUE TO AN ACCIDENT OF FATE, NICK RECEIVED AN ENERGY X-SATURATED BLOOD TRANSFUSION FROM MINUTEMAN, GIVING THE LAD A SECOND CHANCE AT LIFE... AND AMAZING POWERS.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 3
- SPD: 6
- AGL: 7
- END: 3
- ENG: 4

ATTRIBUTES

- NIMBLE
- JUMPER
- DANGER SENSE

POWERS

LIBERTY LAD'S PHYSICAL POWERS ARE SOMEWHAT WEAK COMPARED WITH OTHER FREEDOM FORCE TEAM MEMBERS. THE YOUNGSTER DISPLAYS AN AMAZING LEVEL OF NATURAL AGILITY, AS WELL AS THE ABILITY TO "MESS WITH MOLECULES," MANIPULATING ENERGY INTO EXPLOSIVE FORMS.

RUMBLING

The Ol' One-Two

MELEE

CRUSHING

A QUICK MELEE ATTACK THAT STRIKES TWICE FOR LOW DAMAGE.

Schoolyard Taunt

AREA

RAGE (MENTAL)

ENRAGES ENEMIES AND PROVOKES THEM INTO ATTACKING.

Flip-Kick

MELEE

CRUSHING

A POWERFUL MELEE ATTACK THAT DELIVERS GOOD DAMAGE AND KNOCK-BACK.

Tumble

SPECIAL

***

MOVE WITH A GREATLY INCREASED DODGE ABILITY.

Throw Voice

DIRECT

RAGE (MENTAL)

FORCES AN ENEMY TO USE TAUNT, MAKING HIS ALLIES GO BERSERK.

MOLECULAR CONTROL

Stun Grenade

PROJECTILE

CRUSHING

A BOUNCING BOMB THAT CAUSES NO DAMAGE BUT INFLICTS STUN.

Energy Grenade

PROJECTILE

ENERGY

A SOLID RANGED EXPLOSIVE ATTACK.

Proximity Grenade

PROJECTILE

HEAT

A BOUNCING BOMB THAT WILL REMAIN DORMANT UNTIL AN ENEMY GETS CLOSE.

Molecular Excitation

DIRECT

ENERGY

TURNS ANY INANIMATE OBJECT IT AFFECTS INTO A BOMB.

MAN-BOT

REAL NAME: TED TAYLOR

AGE: 22

HEIGHT: 6'1" (6'4" IN ARMOR)

SPECIAL EQUIPMENT: ENERGY-SIPHONING ARMOR

A RELUCTANT HERO, ENERGY X LITERALLY FLOWS THROUGH MAN-BOT'S VEINS BUILDING IN INTENSITY. THIS GRANTS HIM INCREDIBLE POWERS, BUT ALSO CREATES QUITE A DILEMMA. IF THE ENERGY BUILDUP IN HIS BODY GROWS TOO GREAT, IT RELEASES AND CAUSES A LARGE EXPLOSION.

RESISTANCES

PIERCING	RESISTANT
CRUSHING	HIGHLY RESISTANT
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	VULNERABLE
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 6
- SPD: 3
- AGL: 1
- END: 6
- ENG: 7

ATTRIBUTES

- PONDEROUS
- UNSTABLE ENERGY
- GRIM RESOLVE
- FLIER

POWERS

WITH ENERGY X FLOWING THROUGH HIS VEINS, MANBOT'S POWERS PRIMARILY REVOLVE AROUND WAYS OF CHANNELING IT INTO A DESTRUCTIVE FORM. THE SHEER FORCE OF AN ENERGY RELEASE FROM MAN-BOT'S BODY CAN KNOCK DOWN ANYONE NEAR HIM.

TIER A

Contain Energy

PASSIVE DEFENSE

***

TURN DAMAGE FROM ENERGY ATTACKS INTO EXTRA ENERGY POINTS.

Wallop

MELEE

CRUSHING

A STANDARD PUNCHING ATTACK.

Double Uppercut

MELEE

CRUSHING

A MELEE ATTACK WITH TWO QUICK STRIKES.

Energize Other

DIRECT

ENERGY SURGE (SPECIAL)

INCREASES THE TARGET'S ENERGY REGENERATION, BUT CAUSES UNSTABLE ENERGY.

TIER B

Focus

BEAM

ENERGY

A STANDARD RANGED ATTACK.

Transfer

BEAM

SPECIAL

TRANSFER THE USER'S OWN ENERGY POINTS TO A TARGET.

Disruption

BEAM

ENERGY

CAUSES INANIMATE OBJECTS TO EXPLODE, A RANGED EXPLOSIVE ATTACK.

Energy Leech

AREA

ENERGY

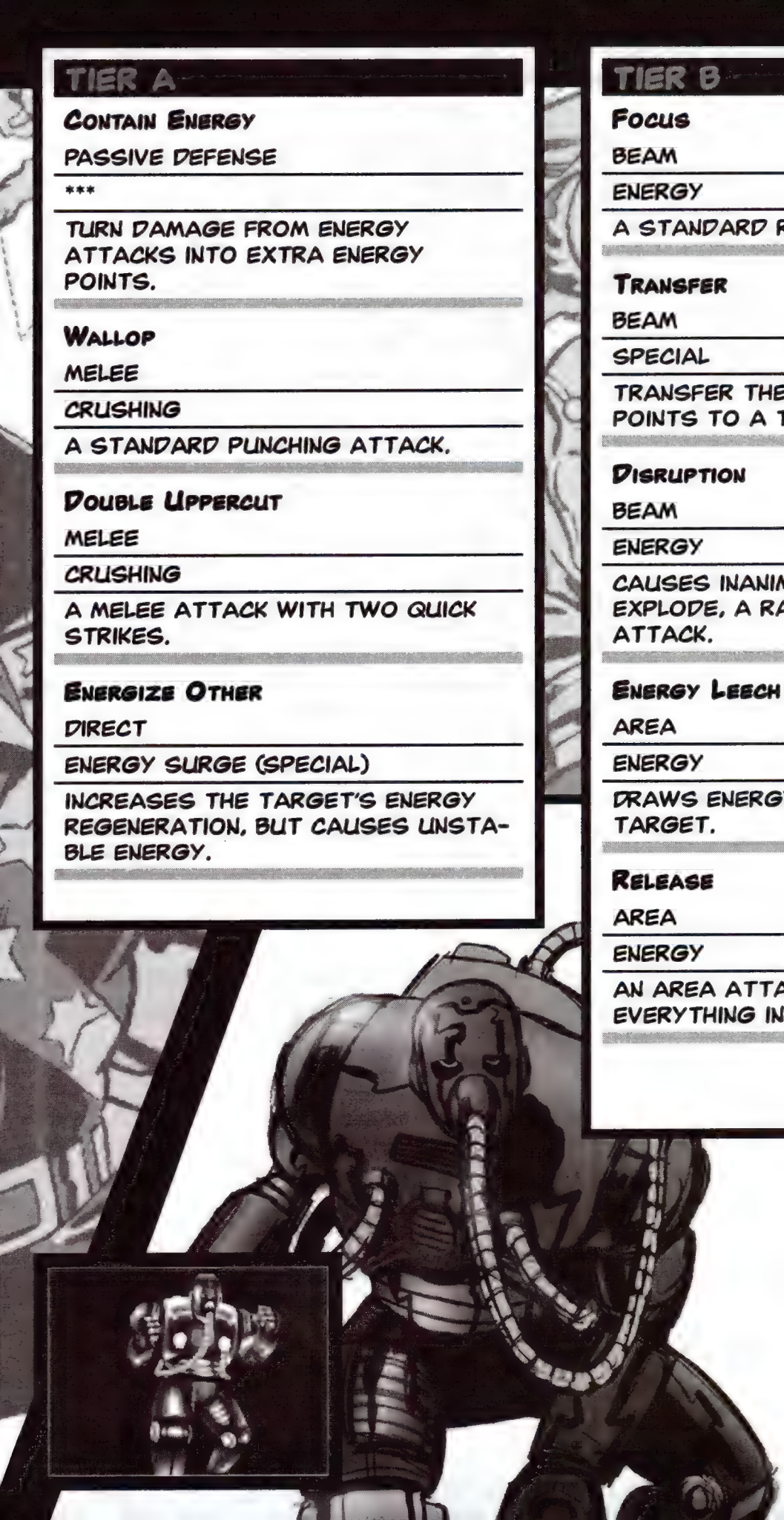
DRAWS ENERGY POINTS OUT OF A TARGET.

Release

AREA

ENERGY

AN AREA ATTACK THAT DAMAGES EVERYTHING IN A WIDE RADIUS



MAN O' WAR

REAL NAME: HANK WATERS

AGE: 36

TO TAKE HIS MIND OF A FAILING BUSINESS, HANK WATERS TOOK HIS FISHING TRAWLER *MAN O' WAR* OUT FOR ONE LAST TRIP. HORRIFIED TO FIND A STOWAWAY GIRL ON BOARD, THE PAIR WERE UNWITTINGLY CAUGHT IN A SHOWER OF ENERGY X. HANK'S POWERS REVOLVE AROUND HIS CONNECTION TO THE OCEAN. HE HAS SWORN TO USE HIS POWERS TO PROTECT THE CHILDREN OF THE WORLD.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	VULNERABLE
MENTAL	NORMAL
ELECTRICAL	RESISTANT
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 6
- SPD: 4
- AGL: 4
- END: 6
- ENG: 5

ATTRIBUTES

- CHARGED
- COLD BLOODED
- FLIER

POWERS

ALTHOUGH MOST OF HIS POWERS ARE WATER-BASED, MAN O' WAR IS NOT HELPLESS WHEN FIGHTING ON LAND. SOME OF HIS POWERS INVOLVE THE USE OR CONTROL OF ELECTRICITY, AND WITH ALL THE WATER-PUMPING SYSTEMS AND POWER SUPPLIES RUNNING UNDERNEATH THE STREETS, HE'S NEVER IN SHORT SUPPLY OF EITHER.

CALL THE STORM

Electric Arc

MELEE

ELECTRICAL

A POWERFUL MELEE ATTACK THAT HITS EVERYTHING WITHIN A SHORT ARC.

Storm Bolt

BEAM

ELECTRICAL

A RANGED PROJECTILE WITH MODERATE DAMAGE.

Magnetic Harbor

ACTIVE DEFENSE

***

AN ACTIVE DEFENSE USEFUL AGAINST PROJECTILES, ENERGY, AND ELECTRICITY.

Kraken's Scales

PASSIVE DEFENSE

***

A DEFENSE AGAINST CRUSHING, PIERCING, AND ENERGY ATTACKS.

Ball Lightning

PROJECTILE

ELECTRICAL

HARD TO TARGET, BUT ATTACKS LARGE GROUPS OF ENEMIES RANDOMLY.

CONTROL THE WAVES

Pressure Punch

MELEE

CRUSHING

DELIVERS MODERATE DAMAGE AND SOME KNOCK-BACK.

Bermuda Triangle

PROJECTILE

STASIS (MYSTICAL)

AN ENTANGLING PROJECTILE ATTACK.

Water Jet

BEAM

CRUSHING

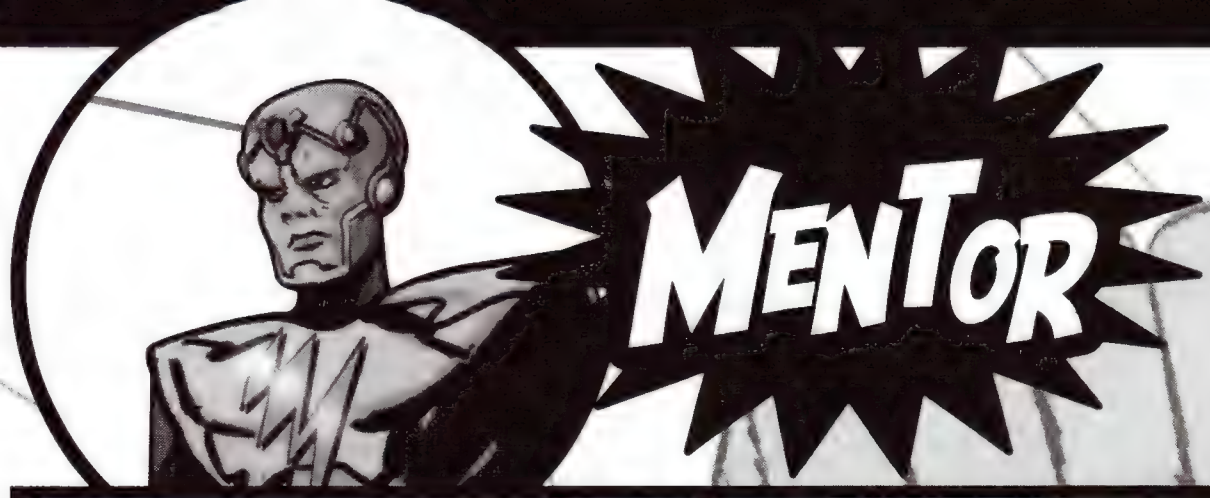
LOW DAMAGE, HIGH STUN AND KNOCK-BACK.

Whirlpool

AREA

CRUSHING

AREA ATTACK THAT STRIKES ALL WITHIN REACH; SIMILAR EFFECTS TO WATER JET.



MENTOR

REAL NAME: UNPRONOUNCEABLE

AGE: 58 EARTH YEARS

SPECIAL EQUIPMENT: A VARIED COLLECTION OF ADVANCED TECHNOLOGY

ALTHOUGH MENTOR IS CREDITED WITH FOUNDING THE ORIGINAL FREEDOM FORCE, HE LETS OTHERS DO THE TALKING. WITH HIS PHENOMENAL POWERS OF THE MIND, MENTOR INSTILLS TERROR IN HIS OPPONENTS.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	RESISTANT
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 3
- SPD: 4
- AGL: 4
- END: 4
- ENG: 5

ATTRIBUTES

- DISCIPLINED
- UNBELIEVER
- LEVITATE

POWERS

MENTOR POSSESSES AN INCREDIBLE DEGREE OF PSYCHIC CONTROL, WHICH HE USES IN VARIOUS WAYS. FROM APPEASING ANGRY CROWDS TO LIFTING CARS WITH HIS MIND, THERE IS LITTLE THAT REMAINS OUT OF REACH OF MENTOR'S INNATE PSYCHO-KINETIC ABILITIES.

MENTALISM

Instinct Dominance

DIRECT

RAGE (MENTAL)

CAUSES RAGE IN A SINGLE TARGET, ENEMY OR ALLY.

Cortical Suppression

AREA

MENTAL BLANK (MENTAL)

INFLICTS MENTAL BLANK ON ALL ENEMIES WITHIN THE AREA OF EFFECT.

Cerebral Balance

DIRECT

CEREBRAL BALANCE (SPECIAL)

CURE AN ALLY OF ANY SPECIAL MENTAL STATE.

Mental Barrier

PASSIVE DEFENSE

***

PROTECTS AGAINST ALL MENTAL ATTACKS.

ALIEN ENERGY

Psyche-Slashe

MELEE

ENERGY

DELIVERS MULTIPLE STROKES, BUT HAS A SLOW LEAD UP TIME.

Electron Beam

BEAM

RADIATION

A RANGED ATTACK WITH MODERATE DAMAGE.

Kinetic Barrier

ACTIVE DEFENSE

***

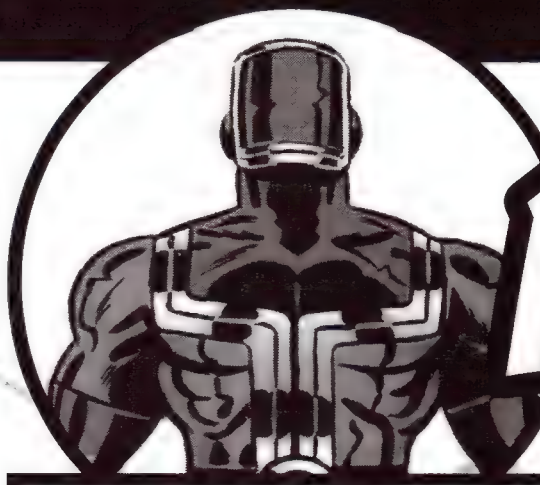
PROTECTS AGAINST ALL PHYSICAL ATTACKS.

Modulating Beam

BEAM

IRRADIATE (RADIATION)

AN INEXPENSIVE, PENETRATING BEAM ATTACK.



MICROWAVE

REAL NAME: UNIT 051096

AGE: N/A

HEIGHT: 5'11"

SPECIAL EQUIPMENT: MICROWAVE IS SPECIAL EQUIPMENT.

IN AN ALTERNATE FUTURE, ROBOTS RULE THE EARTH AND HUMAN BEINGS ARE A PESTILENCE TO BE HUNTED AND DESTROYED. THIS IS THE ONLY THING THAT MICROWAVE CAN RECALL AFTER MENTOR INADVERTENTLY ERASED HIS MEMORY BANKS. NOW MICROWAVE USES HIS RADIOACTIVE POWERS TO FIGHT CRIME.

RESISTANCES

PIERCING	RESISTANT
CRUSHING	HIGHLY RESISTANT
HEAT	NORMAL
COLD	NORMAL
MENTAL	RESISTANT
ELECTRICAL	VULNERABLE
RADIATION	HIGHLY RESISTANT
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 3
- AGL: 2
- END: 5
- ENG: 6

ATTRIBUTES

- CYBERNETIC BRAIN
- RADIOACTIVE

BEAM PROJECTION

MICROWAVE

BEAM

RADIATION

INEXPENSIVE AND LONG-RANGE ATTACK.

RAD BOLTS

PROJECTILE

RADIATION

A PROJECTILE THAT SPAWNS COPIES OF ITSELF IN FLIGHT.

IRRADIATE

BEAM

RADIATION

CAUSES THE TARGET TO BECOME RADIOACTIVE, TAKING PROGRESSIVE DAMAGE.

MELTDOWN

BEAM

RADIATION

A RANGED BEAM ATTACK THAT PASSES STRAIGHT THROUGH TO THE TARGET.

MATERIALIZATION

INTERFERENCE

MELEE

ENERGY

ATTACK WITH A SEMI-MATERIALIZED HAND, CAUSING SEVERE DAMAGE.

DISPLACE IMAGE

SPECIAL

***

USER BECOMES TEMPORARILY INVULNERABLE BUT CANNOT ATTACK.

TELEPORT SELF

SPECIAL

***

MOVE TO ANY POINT WITHIN VISUAL RANGE.

GENETIC DAMAGE

DIRECT

GENETIC DAMAGE (RADIATION)

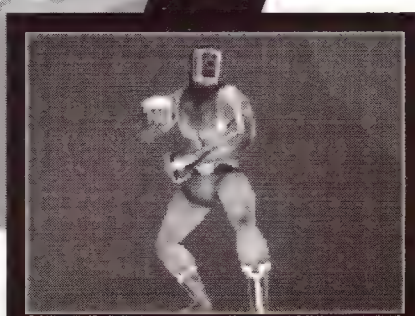
ALTERS THE RESISTANCES OF A TARGET.

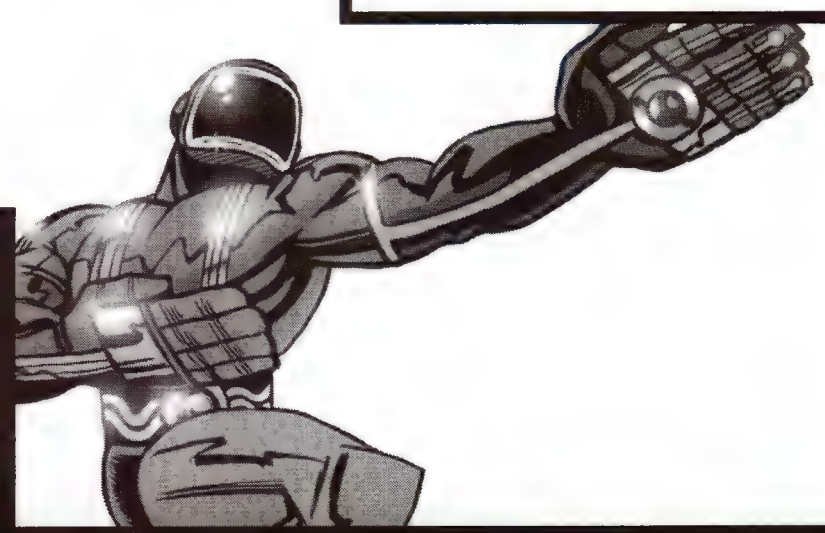
CLONE SELF

SPECIAL

***

CREATES A DUPLICATE OF THE USER.





MINUTEMAN

REAL NAME: FRANK STILES

AGE: ??

HEIGHT: 6'3"

SPECIAL EQUIPMENT: PATRIOT (HIS SPECIAL STAFF), VIGILANCE (TITANIUM ALLOY GAUNTLETS)

MORTALLY WOUNDED WHILE ATTEMPTING TO FOIL A COMMUNIST PLOT, FRANK STILES GAINED HIS SUPER-HERO POWERS FROM AN ENERGY X-IMBUED STATUE OF A PATRIOTIC MINUTEMAN. FRANK THEN ASSUMED THE NAME OF THE HISTORICAL FIGURE AND BECAME MINUTEMAN.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	RESISTANT
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 6
- SPD: 5
- AGL: 5
- END: 4
- ENG: 4

ATTRIBUTES

- JUMPER
- DISCIPLINED
- HEROIC
- EXTRA HEROIC

POWERS

MINUTEMAN POSSESSES AMAZING STRENGTH AND ENDURANCE. HIS WEAPON, NICKNAMED "PATRIOT," HAS SEVERAL ABILITIES OF ITS OWN. HE ALSO WEARS SPECIAL GAUNTLETS, NICKNAMED "VIGILANCE." THE TITANIUM ALLOY CONSTRUCTION OF THE GAUNTLETS ENABLES MINUTEMAN TO DEFLECT VARIOUS ATTACKS.

PATRIOTISM

Smash

MELEE

CRUSHING

A SLOW BUT POWERFUL MELEE ATTACK.

Strike for Freedom

MELEE

CRUSHING

A MELEE ATTACK USING THE STAFF OF PATRIOTISM.

300-Percenter

SPECIAL

***

CAUSES THE NEXT MELEE ATTACK TO INFLICT TRIPLE DAMAGE.

Vanquish

MELEE

CRUSHING

A QUICK DOUBLE-ATTACK.

Patriot Whirl

MELEE

CRUSHING

A 360-DEGREE SPIN THAT STRIKES EVERYTHING IN ITS ARC.

VIGILANCE

National Guard

ACTIVE DEFENSE

***

AN ENERGY SHIELD THAT REDIRECTS PROJECTILE ATTACKS AT A NEARBY ENEMY

Eternal Vigilance

PASSIVE DEFENSE

A PASSIVE DEFENSE THAT GIVES A 50% CHANCE TO DEFLECT PROJECTILES

Minute Missile

PROJECTILE

CRUSHING

A MEDIUM-DAMAGE PROJECTILE ATTACK THAT STRIKES ALL THOSE IN RANGE

Rally the Troops

AREA

SPECIAL

TEMPORARILY GIVES NEARBY HEROES IMPROVED MENTAL RESISTANCE AND CURES PANIC

ORDER

REAL NAME: DONALD SAMSON

AGE: 23

HEIGHT: 7'3"

SPECIAL EQUIPMENT: MIGHT OF ORDER (OVERSIZED GAVEL)

DON SAMSON WAS A ROOKIE COP ASSIGNED TO A WITNESS PROTECTION PROGRAM AND TOLD TO "LOOK THE OTHER WAY." THIS STATEMENT ONLY STRENGTHENED DON'S RESOLVE TO UPHOLD THE LAW. WHEN HE AND THE WITNESS WERE STRUCK WITH ENERGY X, THEY BECAME INEXTRICABLY LINKED, FORMING THE TAG-TEAM OF LAW AND ORDER.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 8
- SPD: 3
- AGL: 1
- END: 8
- ENG: 4

ATTRIBUTES

- BERSERKER
- JUMPER

POWERS

PUNISHMENT

Punishment

MELEE

CRUSHING

A SHORT, SHARP WHACK WITH THE HAMMER OF PUNISHMENT.

Hammer Crush

MELEE

CRUSHING

A SLOW BUT VERY DAMAGING MELEE ATTACK.

Quake

AREA

CRUSHING

AREA ATTACK THAT DEALS HEAVY DAMAGE TO ANY OBJECTS ON THE GROUND.

Hammer Carnage

MELEE

CRUSHING

A SERIES OF REASONABLY FAST, VERY POWERFUL MELEE ATTACKS.

FURY

Transform

SPECIAL

***

TRANSFORMS ORDER INTO HIS COUNTERPART, LAW.

Blind Justice

SPECIAL

***

GO BERSERK AT WILL, BONUS TO STRENGTH, BUT ATTACK ANYONE IN RANGE.

Condemnation

MELEE

CRUSHING

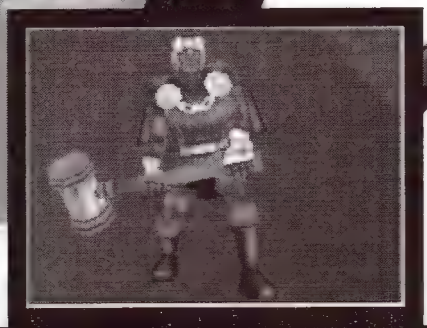
A SPINNING ATTACK THAT STRIKES ALL WITHIN A RADIUS.

Order in the Court

AREA

PANIC (MENTAL)

CAUSES FEAR IN ANYONE CAUGHT IN RANGE.



SEA URCHIN

REAL NAME: MERRY MASON

AGE: 12

SPECIAL EQUIPMENT:
WATER PISTOL

A STOWAWAY ON HANK WATERS' TRAWLER *MAN O' WAR*, MERRY MASON WAS SEEKING TO ESCAPE HER TROUBLED HOME LIFE. THEN A BLAST OF ENERGY X GAVE THEM POWERS LINKED TO THE WONDERS OF THE OCEAN. MERRY ASSUMED THE NAME SEA URCHIN, AND FOCUSED ON PROTECTING THE LIVES OF OTHER CHILDREN.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	RESISTANT
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 3
- SPD: 5
- AGL: 7
- END: 4
- ENG: 5

ATTRIBUTES

- CHARGED
- NEUTRALIZE
- NIMBLE
- FLIER

POWERS

DOLPHIN'S CHILD

Snap Kick

MELEE

PIERCING

A VERY FAST, LOW DAMAGE KICK.

Sonic Shriek

BEAM

CRUSHING

A PENETRATING BEAM ATTACK WITH A GOOD CHANCE OF STUNNING OPPONENTS.

Riptide

MELEE

PIERCING

A MELEE ATTACK THAT STRIKES THREE TIMES IN QUICK SUCCESSION.

Power Null

DIRECT

MENTAL

REMOVES A RANDOMLY SELECTED POWER FROM AN ENEMY TARGET.

BUBBLES

Bubble Swarm

PROJECTILE

ACID BURN (ACID)

FIRES SEVERAL WEAK PROJECTILES THAT ZERO IN ON THE TARGET.

Bubble Shell

ACTIVE DEFENSE

***

ABSORBS ALL ATTACKS, BUT INFLICTS LIMITED DAMAGE.

Current Bounce

PASSIVE DEFENSE

***

AUTOMATICALLY REDIRECTS ELECTRICITY ATTACKS ONTO THE NEAREST ENEMY.

Bubble Gum

PROJECTILE

STASIS (MYSTICAL)

A BOMB THAT PUTS STASIS ON THE TARGET.

SUPERCOLLIDER

REAL NAME: UNKNOWN

AGE: UNKNOWN

HEIGHT: 8'6"

SUPERCOLLIDER APPEARED ON THE SCENE SEEMINGLY OUT OF NOWHERE. IS HE A VISITOR FROM ANOTHER WORLD, STRANDED ON OUR PLANET? OR MAYBE A SECRET GOVERNMENT PROJECT GONE WRONG? WHATEVER THE CASE, HE SEEMS TO BE HERE TO HELP, ALBEIT IT IN A MONOSYLLABIC AND DESTRUCTIVE MANNER.

RESISTANCES

PIERCING	HIGHLY RESISTANT
CRUSHING	HIGHLY RESISTANT
HEAT	RESISTANT
COLD	RESISTANT
MENTAL	VULNERABLE
ELECTRICAL	RESISTANT
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 9
- SPD: 6
- AGL: 1
- END: 9
- ENG: 7

ATTRIBUTES

- WEAK MINDED
- SOLID SKELETON
- ARMORED

POWERS

CARNAGE

WHAM

MELEE

CRUSHING

SOLID MELEE ATTACK.

HEADBUTT

MELEE

CRUSHING

MOVE QUICKLY TO A TARGET AND SLAM IT WITH DAMAGE.

SLAM

MELEE

CRUSHING

DELIVERS A BLAST OF CRUSHING DAMAGE TO AN AREA.

HARD GUARD

SHRUG OFF

PASSIVE DEFENSE

***

PROTECTS AGAINST ENERGY, FIRE, AND COLD DAMAGE.

PROTON SHIELD

ACTIVE DEFENSE

***

SHIELDS THE USER FROM PESKY PROJECTILES.

ROARING DOOM

AREA

PANIC (MENTAL)

INDUCES PANIC IN AN AREA, LEAVING OPPONENTS RIPE FOR A BEATING.

THE ANT

REAL NAME: JOHN MILLER

AGE: 18

HEIGHT: 5'7"

THE ANT DESPISES THOSE WHO PREY ON THE WEAK OR DEFENSELESS. IN ADDITION TO HAVING THE POWERS OF ANTS, THE ANT CAN ALSO CONTROL THE LITTLE CREATURES. A QUIET AND INTROSPECTIVE PERSON, THE ANT DOUBTS HIS PLACE WITH THE TEAM. HIS LACK OF SELF-CONFIDENCE IS HIS MAJOR WEAKNESS.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 5
- SPD: 4
- AGL: 5
- END: 6
- ENG: 4

ATTRIBUTES

- HEAVY LIFTER
- WALL CLIMBING
- NIMBLE

POWERS

THE ANT CAN LIFT AN INCREDIBLE AMOUNT OF WEIGHT, AND CAN CLIMB VERTICAL SURFACES WITH LITTLE EFFORT. HE ALSO HAS THE ABILITY TO TUNNEL INTO THE EARTH THROUGH ANY SURFACE, WHICH ENABLES HIM TO STEER CLEAR OF HARM'S WAY.

SOLDIER ANT

Thorax Punch

MELEE

CRUSHING

A SIMPLE, FAST JAB.

Acid Bomb

PROJECTILE

ACID BURN

RANGED ACID GRENADE THAT CAUSES ACID BURN TO A SMALL RADIUS.

Pincer Punch

MELEE

CRUSHING

A QUICK DOUBLE ATTACK.

Metabolize

PASSIVE DEFENSE

***

ABSORB ACID AND RADIATION DAMAGE FROM RANGED ATTACKS.

Mandible Assault

MELEE

CRUSHING

TRIPLE ATTACK, STRIKES EVERYTHING IN A SHORT, FORWARD-FACING ARC.

WORKER ANT

Burrow

SPECIAL

***

BURROWS INTO THE EARTH, AVOIDING ANY ATTACKS.

Shove

MELEE

CRUSHING

HIGH KNOCK-BACK, BUT CAUSES NO DAMAGE.

Tunnel Travel

SPECIAL

***

BURROWS INTO AND MOVES THROUGH THE EARTH, AVOIDING ANY ATTACKS.

Ultrasonic Squeal

AREA

CRUSHING

STUNS EVERYONE, FRIEND OR FOE, IN A RADIUS.

Ant Swarm

PROJECTILE

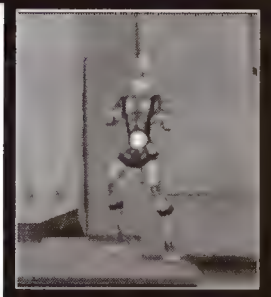
BLIND (MYSTICAL)

A RANGED ATTACK, CAUSING BLINDNESS TO THE TARGET.

CHAPTER 4: THE FOES OF FREEDOM FORCE

Ah, bad guys. A deftly drawn portrait of the dark side always makes a story more compelling. What would *Paradise Lost* be without Lucifer? (Lost, no doubt.) Can you imagine Superman without Lex Luthor? Batman without Joker? Here, *Freedom Force* draws up a menagerie of evil that can match malevolence with any comic book lineup.

DÉJÀ VU



IMPRISONED IN AN ASYLUM FOR THE CRIMINALLY INSANE, HERBERT HOOVING WAS GOING NOWHERE FAST. HOWEVER, WHEN ENERGY X BOMBARDED THE ASYLUM, HE WAS ONE OF THE FIRST TO ESCAPE USING HIS NEWFOUND POWERS. THE ENERGY HAS GIVEN HIM THE ABILITY TO CLONE HIMSELF AND IT'S DOUBLED HIS INTELLECT. UNFORTUNATELY, IT HAS DOUBLED HIS INSANITY AS WELL.

RESISTANCES

PIERCING	NORMAL
CRUSHING	VULNERABLE
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 5
- SPD: 5
- AGL: 5
- END: 6
- ENG: 6

ATTRIBUTES

- JUMPER
- TIMID
- RADIOACTIVE
- GLASS BONES

POWERS

SLAP

MELEE

CRUSHING

A LOW DAMAGE MELEE ATTACK.

DEJA DUPLICATION

SPECIAL

***

CREATES A DUPLICATE DÉJÀ, WITH HALF THE HIT POINTS.

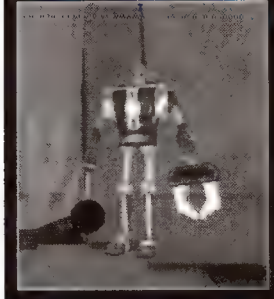
REMINDER RAY

BEAM

IRRADIATE

A LOW DAMAGE, SHORT-RANGE ATTACK.

MR. MECHANICAL



A GENIUS-LEVEL ENGINEER, CLYDE DEWITT'S DESIRE FOR RECOGNITION FORCED HIM TO RUSH THE CONSTRUCTION OF A PUBLIC BUILDING, ONLY TO HAVE IT COLLAPSE SHORTLY AFTER ITS OPENING. CLAIMING SABOTAGE, HE PLANNED TO GET HIS REVENGE AGAINST HIS CRITICS.

RESISTANCES

PIERCING	RESISTANT
CRUSHING	HIGHLY RESISTANT
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	DEFENSELESS
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	VULNERABLE

STATS

- STR: 10
- SPD: 4
- AGL: 1
- END: 10
- ENG: 7

ATTRIBUTES

- GRIM RESOLVE
- PONDEROUS
- GROUNDED
- BEDEVILED

POWERS

MECHA SMASH

MELEE

CRUSHING

USE THIS TO SMASH ANY ARCHITECTURAL IGNORAMUS WITH YOUR WRECKING BALL.

MECHA STOMP

MELEE

CRUSHING

STOMP ON THE INFERIOR STRUCTURES.

FLAME CANNON

BEAM

HEAT

A FIERY RANGED ATTACK.

MR. MECH STOMP

AREA

CRUSHING

CAUSE AREA DAMAGE JUST BY WALKING!

NUCLEAR WINTER

Caught in a blast of liquid nitrogen, the Russian agent Sukhov expected a swift death. Instead, his Energy X-soaked body took on the properties of the freezing spray.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	DEFENSELESS
COLD	HIGHLY RESISTANT
MENTAL	NORMAL
ELECTRICAL	RESISTANT
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 5
- SPD: 3
- AGL: 2
- END:6
- ENG: 5

ATTRIBUTES

- INVERTEBRATE
- JUMPER

POWERS

Frost Punch

MELEE

IRRADIATE

A STANDARD MELEE ATTACK.

Snow Storm

AREA

MENTAL BLANK

CONFUSES OPPONENTS.

Ice Shell

ACTIVE DEFENSE

***

A STURDY DEFENSE AGAINST ALL ATTACKS.

Icycle Blast

BEAM

FREEZE

A RANGED ATTACK.

O'CONNOR

O'Connor became a spy while working on the Manhattan Project with Frank Stiles, selling valuable information to the Russians. Keeping his affiliations a closely guarded secret, O'Connor has continued to work both sides in a dangerous game of cross and double-cross

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	VULNERABLE
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 3
- SPD: 3
- AGL: 1
- END: 3
- ENG: 1

ATTRIBUTES

- CRACK SHOT
- WEAK MINDED

POWERS

Pistol Shot

PROJECTILE

PIERCING

A LOW-DAMAGED RANGED ATTACK.

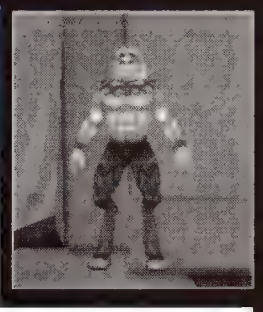
Punch

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

PAN



Summoned to this dimension by forces unknown, the deity known as Pan quickly settled himself into Patriot City. Beguiling women with his charms and incantations, Pan was able to quickly form an army of devout followers. While he concentrates more on mischief than crime, he is still a dangerous foe.

RESISTANCES

PIERCING	RESISTANT
CRUSHING	RESISTANT
HEAT	VULNERABLE
COLD	NORMAL
MENTAL	RESISTANT
ELECTRICAL	RESISTANT
RADIATION	NORMAL
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 8
- SPD: 5
- AGL: 6
- END: 8
- ENG: 8

ATTRIBUTES

- COLD BLOODED
- NIMBLE
- DISCIPLINED
- CHARGED

POWERS

Cloven Kick

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

Lethes Song

AREA

HYPNOSIS

PAN PLAYS THE PIPES FOR AN AREA AFFECT POWER THAT HYPNOTIZES.

Sacred Bolt

BEAM

ELECTRICAL

A RANGED ELECTRICAL ATTACK.

PINSTRIPE

THE LEADER OF A MOBSTER CLAN, JOEY "PINSTRIPE" RIGOTTA WAS FAMOUS FOR HIS EXPENSIVE SUITS AND VICIOUS TEMPER. NOW BRISTLING WITH THE POWER OF ENERGY X, PINSTRIPE HAS DECIDED TO EXPAND HIS OPERATIONS AND TAKE OVER PATRIOT CITY.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 5
- SPD: 4
- AGL: 3
- END: 7
- ENG: 6

ATTRIBUTES

- DENSITY CONTROL
- JUMPER

POWERS

TOMMY GUN BURST

PROJECTILE

PIERCING

A RANGED BURST FROM THE TOMMY-GUN.

DENSITY MAX

BEAM

DENSITY MAX

A RANGED ATTACK THAT INCREASES THE DENSITY OF THE TARGET (SLOWS IT DOWN, BRINGS FLIERS TO GROUND)

DENSITY CONTROL

PASSIVE DEFENSE

***

A PASSIVE DEFENSE THAT ABSORBS ALL CRUSHING AND PIERCING ATTACKS.

PRAETOR

Second in command to Lord Dominion, Praetor feels the sting of Mentor's betrayal more than his master. Praetor intends to travel to Earth to avenge himself by doing his master's bidding. He only hopes that he will have the chance to confront Mentor and defeat him.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	RESISTANT
ENERGY	RESISTANT
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 6
- SPD: 5
- AGL: 5
- END: 8
- ENG: 6

ATTRIBUTES

- FLIER
- INVERTEBRATE
- STRANGE VISITOR

POWERS

Rad Pistol

BEAM

RADIATION

A POWERFUL RANGED RADIATION ATTACK.

Energy Shield

ACTIVE DEFENSE

***

PROVIDES PROTECTION FROM ALL ATTACK TYPES.

Punch

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

SHADOW

CONVINCED HER MODELING CAREER WAS OVER, AMBER AUTUMN WAS VISITING A PLASTIC SURGEON WHEN ENERGY X FILLED THE ROOM. THEN, ALL IT TOOK WAS A GAZE FROM HER EYES TO TRANSFORM HER DOCTOR INTO A HIDEOUS SHADOW OF HIMSELF. SHE HAS RESOLVED TO CREATE A WORLD WHERE SHE CAN BE BEAUTIFUL AGAIN.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	RESISTANT
RADIATION	DEFENSELESS
ENERGY	NORMAL
ACID	DEFENSELESS
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 5
- AGL: 7
- END: 5
- ENG: 5

ATTRIBUTES

- DANGER SENSE
- RAPID METABOLISM
- GRIM RESOLVE
- JUMPER
- CHARGED

POWERS

KICK

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

SHADOW SHURIKEN

PROJECTILE

PIERCING

A LOW DAMAGE RANGED ATTACK.

SHADOW'S CLOAK

SPECIAL

***

SLIP INTO THE SHADOWS, EFFECTIVELY BECOMING INVISIBLE.

DECLOAK

SPECIAL

***

BECOME VISIBLE AGAIN.

DARKNESS BOMB

PROJECTILE

BLIND (MYSTICAL)

AN AREA EFFECT ATTACK THAT CAUSES BLINDNESS.

SUKHOV

A villainous spy and master of espionage, Sukhov is ordered to wreak havoc in America in any way possible. He already has plans in motion to steal one of the most powerful weapons in the world.

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	RESISTANT
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 3
- SPD: 4
- AGL: 1
- END: 5
- ENG: 1

ATTRIBUTES

- CRACK SHOT
- DISCIPLINED

POWERS

Commie Clobber

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

Sukhov's Shot

PROJECTILE

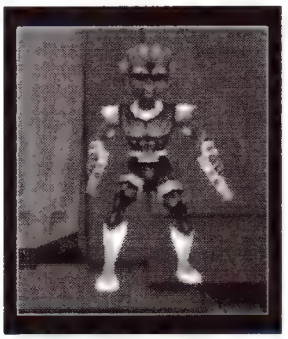
PIERCING

A STANDARD PISTOL ATTACK.

MINIONS

Some of our favorite characters in comic book lore were minions. After all, what bad guy worth his salt doesn't have a few good flunkies to throw like fodder at the hero? In *Freedom Force*, you do the bulk of your fighting against the evil hordes that precede their boss. Here's a survey of the game's malicious malingerers.

ALIEN, SERGEANT



RESISTANCES

PIERCING	VULNERABLE
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	RESISTANT
ENERGY	RESISTANT
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 4
- AGL: 4
- END: 3
- ENG: 7

ATTRIBUTES

- FLIER
- THIN SKINNED
- STRANGE VISITOR
- INVERTEBRATE

POWERS

Plasma Rocket

PROJECTILE

ENERGY

EXPLOSIVE ROCKETS, BAD AT SHORT RANGE BUT GOOD OVER LONG DISTANCES.

Energy Shield

ACTIVE DEFENSE

***

PROVIDES PROTECTION FROM ALL ATTACK TYPES.

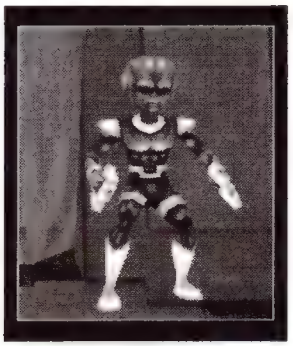
Punch

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

ALIEN, WARRIOR



RESISTANCES

PIERCING	VULNERABLE
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	RESISTANT
ENERGY	RESISTANT
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 4
- AGL: 4
- END: 3
- ENG: 5

ATTRIBUTES

- THIN SKINNED
- INVERTEBRATE
- STRANGE VISITOR

POWERS

RAD PISTOL

BEAM

RADIATION

A POWERFUL RANGED RADIATION ATTACK.

ENERGY SHIELD

ACTIVE DEFENSE

***

PROVIDES PROTECTION FROM ALL ATTACK TYPES.

PUNCH

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

ANT, SOLDIER

RESISTANCES

PIERCING	RESISTANT
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	NORMAL
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	VULNERABLE

STATS

- STR: 6
- SPD: 5

- AGL: 3
- END: 3
- ENG: 4

ATTRIBUTES

- INVERTEBRATE
- WALL CLIMBING
- ARMORED
- BEDEVILED
- JUMPER

POWERS

PINCER BITE

MELEE
PIERCING
A POWERFUL MELEE ATTACK.

ACID SPRAY

PROJECTILE
ACID BURN
A RANGED ATTACK THAT CAUSES ACID BURN.

DIG

SPECIAL
***
BURROW INTO THE EARTH, AVOIDING ANY ATTACKS.

ANT, WORKER

RESISTANCES

PIERCING	RESISTANT
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	NORMAL
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 6
- SPD: 4
- AGL: 2
- END: 5
- ENG: 3

ATTRIBUTES

- HEAVY LIFTER
- INVERTEBRATE
- WALL CLIMBING
- ARMORED
- JUMPER

POWERS

DIG

SPECIAL
***
BURROW INTO THE EARTH, AVOIDING ANY ATTACKS.

MANDIBLE BITE

MELEE
PIERCING
A POWERFUL MELEE ATTACK.

CLONED CIVILIAN, FEMALE

RESISTANCES

PIERCING	NORMAL
CRUSHING	VULNERABLE
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 4
- AGL: 4
- END: 4
- ENG: 2

ATTRIBUTES

- FAST HEALING
- JUMPER
- GLASS BONES
- RADIOACTIVE
- BEAUTIFUL

POWERS

SCRATCH

MELEE

PIERCING

A STANDARD MELEE ATTACK.

SCREECH

AREA

ENERGY LEECH (ENERGY)

AN AREA ATTACK THAT CAUSES PANIC.

CLONED CIVILIAN, MALE

RESISTANCES

PIERCING	NORMAL
CRUSHING	VULNERABLE
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 6
- SPD: 3
- AGL: 3
- END: 3
- ENG: 1

ATTRIBUTES

- WALL CLIMBING
- RADIOACTIVE
- GLASS BONES

POWERS

PUNCH

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

ANNIHILATION

AREA

ENERGY

A MASSIVE EXPLOSION, DESTROYS THE ATTACKER AND DAMAGES ALL TARGETS.

CLONED POLICE

RESISTANCES

PIERCING	NORMAL
CRUSHING	VULNERABLE
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 4
- AGL: 4
- END: 4
- ENG: 5

ATTRIBUTES

- FAST HEALING
- FLIER
- RADIOACTIVE
- GLASS BONES

POWERS

ENERGY BULLET

PROJECTILE

PIERCING

A POWERFUL RANGED PROJECTILE.

PUNCH

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

DARKMAN, BLUE

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	RESISTANT
RADIATION	DEFENSELESS
ENERGY	NORMAL
ACID	DEFENSELESS
MYSTICAL	RESISTANT

STATS

- STR: 4
- SPD: 3
- AGL: 2
- END: 4
- ENG: 4

ATTRIBUTES

- CHARGED
- GRIM RESOLVE
- RAPID METABOLISM
- UNBELIEVER

POWERS

REND

MELEE

PIERCING

A STANDARD MELEE ATTACK.

ELECTRICAL FIELD

AREA

ELECTRICAL

A POWERFUL ATTACK THAT DAMAGES ALL TARGETS WITHIN A RADIUS.

CLOAK OF SHADOWS

SPECIAL

***

SLIP INTO THE SHADOWS, EFFECTIVELY BECOMING INVISIBLE.

DECLOAK

SPECIAL

***

BECOME VISIBLE AGAIN.

DARKMAN, PURPLE

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	DEFENSELESS
ENERGY	NORMAL
ACID	DEFENSELESS
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 3
- AGL: 1
- END: 4
- ENG: 4

ATTRIBUTES

- GRIM RESOLVE
- RAPID METABOLISM

POWERS

REND

MELEE

PIERCING

A STANDARD MELEE ATTACK.

DARKNESS POWER

DIRECT

ENERGY

A POWERFUL RANGED EXPLOSIVE ATTACK.

CLOAK OF SHADOWS

SPECIAL

***

SLIP INTO THE SHADOWS, EFFECTIVELY BECOMING INVISIBLE.

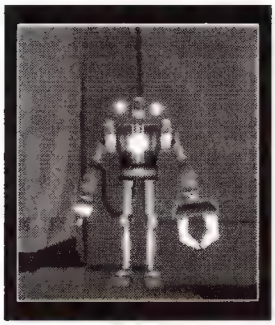
DECLOAK

SPECIAL

***

BECOME VISIBLE AGAIN.

FLAME MECH



RESISTANCES

PIERCING	RESISTANT
CRUSHING	HIGHLY RESISTANT
HEAT	NORMAL
COLD	NORMAL
MENTAL	RESISTANT
ELECTRICAL	VULNERABLE
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 3
- AGL: 1
- END: 5
- ENG: 5

ATTRIBUTES

- CYBERNETIC BRAIN

POWERS

FLAME GUN

BEAM

HEAT

A FIERY, SHORT RANGE ATTACK.

FROST WARRIOR

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	DEFENSELESS
COLD	HIGHLY RESISTANT
MENTAL	NORMAL
ELECTRICAL	RESISTANT
RADIATION	NORMAL
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 3
- SPD: 3
- AGL: 2
- END: 4
- ENG: 5

ATTRIBUTES

- NONE

POWERS

COLD FUSION RAY

BEAM

ENERGY

A FOCUSED BEAM OF OSCILLATING ENERGY.

PUNCH

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

GANGSTER

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	RESISTANT
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	RESISTANT

STATS

- STR: 4
- SPD: 3
- AGL: 1
- END: 5
- ENG: 4

ATTRIBUTES

- DISCIPLINED
- UNBELIEVER

POWERS

MAFIOSO TOMMY GUN

PROJECTILE

PIERCING

A RANGED BURST FROM THE TOMMY GUN.

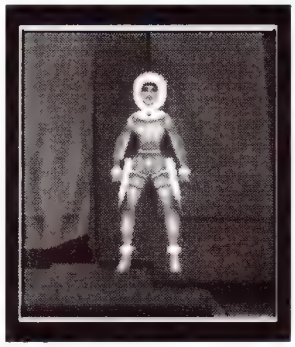
Punch

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

ICE QUEEN



RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	DEFENSELESS
COLD	HIGHLY RESISTANT
MENTAL	NORMAL
ELECTRICAL	RESISTANT
RADIATION	NORMAL
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 4
- AGL: 5
- END: 5
- ENG: 1

ATTRIBUTES

- JUMPER
- HEAVY LIFTER

POWERS

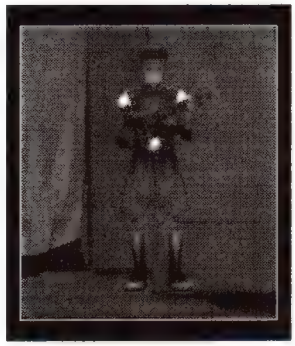
Icicle Slash

MELEE

PIERCING

A MELEE ATTACK USING RAZOR-SHARP ICICLES.

ICE TROOPER



RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	DEFENSELESS
COLD	HIGHLY RESISTANT
MENTAL	NORMAL
ELECTRICAL	RESISTANT
RADIATION	NORMAL
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 3
- SPD: 3
- AGL: 2
- END: 3
- ENG: 4

ATTRIBUTES

- NONE

POWERS

Freeze Ray

BEAM

FREEZE (COLD)

A RANGED ATTACK THAT CAUSES TARGETS TO BECOME FROZEN.

Ice Bullet

PROJECTILE

PIERCING

A SHORT-RANGED BURST OF MEDIUM DAMAGE ICE BULLETS.

Punch

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

MANBULL

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	RESISTANT
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 7
- SPD: 8
- AGL: 4
- END: 5
- ENG: 4

ATTRIBUTES

- BERSERKER
- DISCIPLINED

POWERS

Gore

MELEE

PIERCING

A MELEE ATTACK USING JAGGED HORNS.

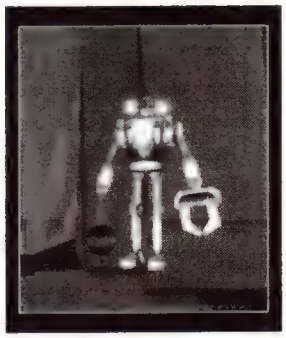
Bellow

AREA

PANIC (MENTAL)

A PRIMORDIAL BELLOW WITH A RANGED EFFECT THAT CAUSES PANIC.

MECH-MAN



RESISTANCES

PIERCING	RESISTANT
CRUSHING	HIGHLY RESISTANT

HEAT	NORMAL
COLD	NORMAL
MENTAL	RESISTANT
ELECTRICAL	VULNERABLE
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 7
- SPD: 3
- AGL: 1
- END: 5
- ENG: 1

ATTRIBUTES

- CYBERNETIC BRAIN

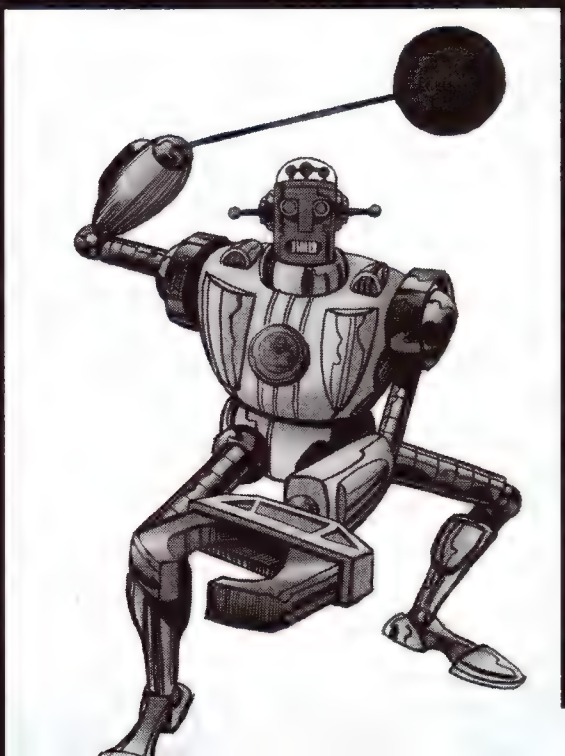
POWERS

WRECKING BALL

MELEE

CRUSHING

A POWERFUL MELEE ATTACK, GOOD FOR SMASHING OBJECTS AND PEOPLE.



RAPTOR

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	RESISTANT
COLD	VULNERABLE
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	RESISTANT
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 4
- AGL: 4
- END: 3
- ENG: 1

ATTRIBUTES

- JUMPER
- COLD BLOODED
- VOLCANIC
- STRANGE VISITOR
- TIMID

POWERS

BITE

MELEE

PIERCING

A STANDARD MELEE ATTACK.

POUNCE

MELEE

PIERCING

LEAP UP AND STRIKE A FLYER WITH A MELEE ATTACK.

RAPTOR, TOUGH

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	RESISTANT
COLD	VULNERABLE
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	RESISTANT
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 5
- SPD: 5
- AGL: 5
- END: 4
- ENG: 1

ATTRIBUTES

- JUMPER
- COLD BLOODED
- VOLCANIC
- STRANGE VISITOR
- DANGER SENSE

POWERS

BITE

MELEE

PIERCING

A STANDARD MELEE ATTACK.

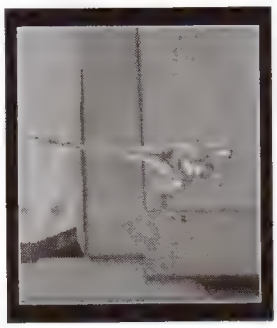
POUNCE

MELEE

PIERCING

LEAP UP AND STRIKE A FLIER WITH A MELEE ATTACK.

RAPTOR, WILD



RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	RESISTANT
COLD	VULNERABLE
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	RESISTANT
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 5
- SPD: 5
- AGL: 5
- END: 3
- ENG: 1

ATTRIBUTES

- JUMPER
- COLD BLOODED
- VOLCANIC
- BERSERKER
- STRANGE VISITOR

POWERS

BITE
MELEE
A STANDARD MELEE ATTACK.

POUNCE
MELEE
STRIKE A FLIER WITH A MELEE ATTACK.

SYLPH, GREEN

RESISTANCES

PIERCING	RESISTANT
CRUSHING	RESISTANT
HEAT	VULNERABLE
COLD	RESISTANT
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	NORMAL
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 4
- AGL: 6
- END: 4
- ENG: 4

ATTRIBUTES

- NEUTRALIZE

POWERS

Poison Spear

MELEE
ACID BURN
A VERY POTENT MELEE ATTACK THAT CAUSES ACID BURN.

Entangling Vines

DIRECT
STASIS (MYSTICAL)
ENTANGLE FOES WITH VINES.

Morph

SPECIAL
***
MORPH INTO AND OUT OF THE FORM OF A TREE.

SYLPH, RED

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	HIGHLY RESISTANT
COLD	DEFENSELESS
MENTAL	NORMAL
ELECTRICAL	RESISTANT
RADIATION	NORMAL
ENERGY	NORMAL
ACID	HIGHLY RESISTANT
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 5
- AGL: 5
- END: 4
- ENG: 5

ATTRIBUTES

- NONE

POWERS

FLAME BURST

PROJECTILE

HEAT

A RANGED ATTACK THAT CAUSES HEAT DAMAGE.

FLAMING SPEAR

MELEE

PIERCING

A SHORT-RANGE MELEE ATTACK THAT INFLICTS HEAT DAMAGE.

HEAT SIPHON

PASSIVE DEFENSE

***

GAIN ENERGY POINTS FROM INCOMING FIRE DAMAGE.

SYLPH, SILVER

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	RESISTANT
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 4
- SPD: 5
- AGL: 4
- END: 4
- ENG: 6

ATTRIBUTES

- CHARGED
- FLIER

POWERS

CHAIN LIGHTNING

PROJECTILE

ELECTRICAL

A RANGED ATTACK THAT AFFECTS GROUPS OF ENEMIES.

SPEAR

MELEE

PIERCING

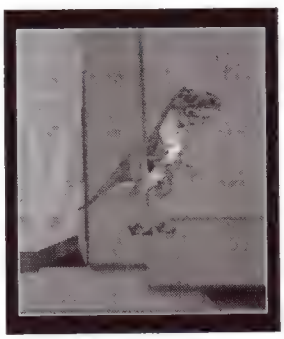
A SHORT-RANGE MELEE ATTACK.

CHARGE REDIRECTIONS

PASSIVE DEFENSE

AUTOMATICALLY REDIRECTS ELECTRICITY ATTACKS ONTO THE NEAREST ENEMY.

T-REX



RESISTANCES

PIERCING	RESISTANT
CRUSHING	RESISTANT
HEAT	NORMAL
COLD	NORMAL
MENTAL	NORMAL
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 7
- SPD: 4
- AGL: 1
- END: 8
- ENG: 1

ATTRIBUTES

- BERSERKER
- PONDEROUS
- SOLID SKELETON
- ARMORED
- GRIM RESOLVE

POWERS

CHOMP

MELEE

CRUSHING

A BASIC POWERFUL MELEE ATTACK WITH A LONG REACH.

SNAP

MELEE

CRUSHING

A POWERFUL MELEE ATTACK DIRECTED AT FLYING TARGETS.

T-REX STOMP

AREA

CRUSHING

CAUSE AREA DAMAGE JUST BY WALKING.

THUG WITH BAT

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	VULNERABLE
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 3
- SPD: 3
- AGL: 2
- END: 3
- ENG: 1

ATTRIBUTES

- TIMID
- WEAK MINDED

POWERS

CLUB

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

THUG WITH BOMBS

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	VULNERABLE
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR:3
- SPD:3
- AGL:2
- END:3
- ENG:2

ATTRIBUTES

- WEAK MINDED

POWERS

CLUB

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

Grenade

PROJECTILE

HEAT

A LOW POWER EXPLOSIVE GRENADE WITH AN AREA EFFECT.

THUG WITH GUN (HIT MAN)

RESISTANCES

PIERCING	NORMAL
CRUSHING	NORMAL
HEAT	NORMAL
COLD	NORMAL
MENTAL	VULNERABLE
ELECTRICAL	NORMAL
RADIATION	VULNERABLE
ENERGY	NORMAL
ACID	VULNERABLE
MYSTICAL	NORMAL

STATS

- STR: 3
- SPD: 3
- AGL: 2
- END: 3
- ENG: 1

ATTRIBUTES

- TIMID
- WEAK MINDED

POWERS

Pistol Shot

PROJECTILE

PIERCING

A LOW DAMAGE RANGED ATTACK.

Punch

MELEE

CRUSHING

A STANDARD MELEE ATTACK.

TURRET

RESISTANCES

PIERCING	RESISTANT
CRUSHING	HIGHLY RESISTANT
HEAT	NORMAL
COLD	NORMAL
MENTAL	HIGHLY RESISTANT
ELECTRICAL	DEFENSELESS
RADIATION	RESISTANT
ENERGY	NORMAL
ACID	NORMAL
MYSTICAL	HIGHLY RESISTANT

STATS

- STR: 1
- SPD: 4
- AGL: 1
- END: 5
- ENG: 2

ATTRIBUTES

- GROUNDED
- LEVEL HEADED
- CYBERNETIC BRAIN
- UNBELIEVER
- PONDEROUS

POWERS

BOLT

BEAM

ELECTRICAL

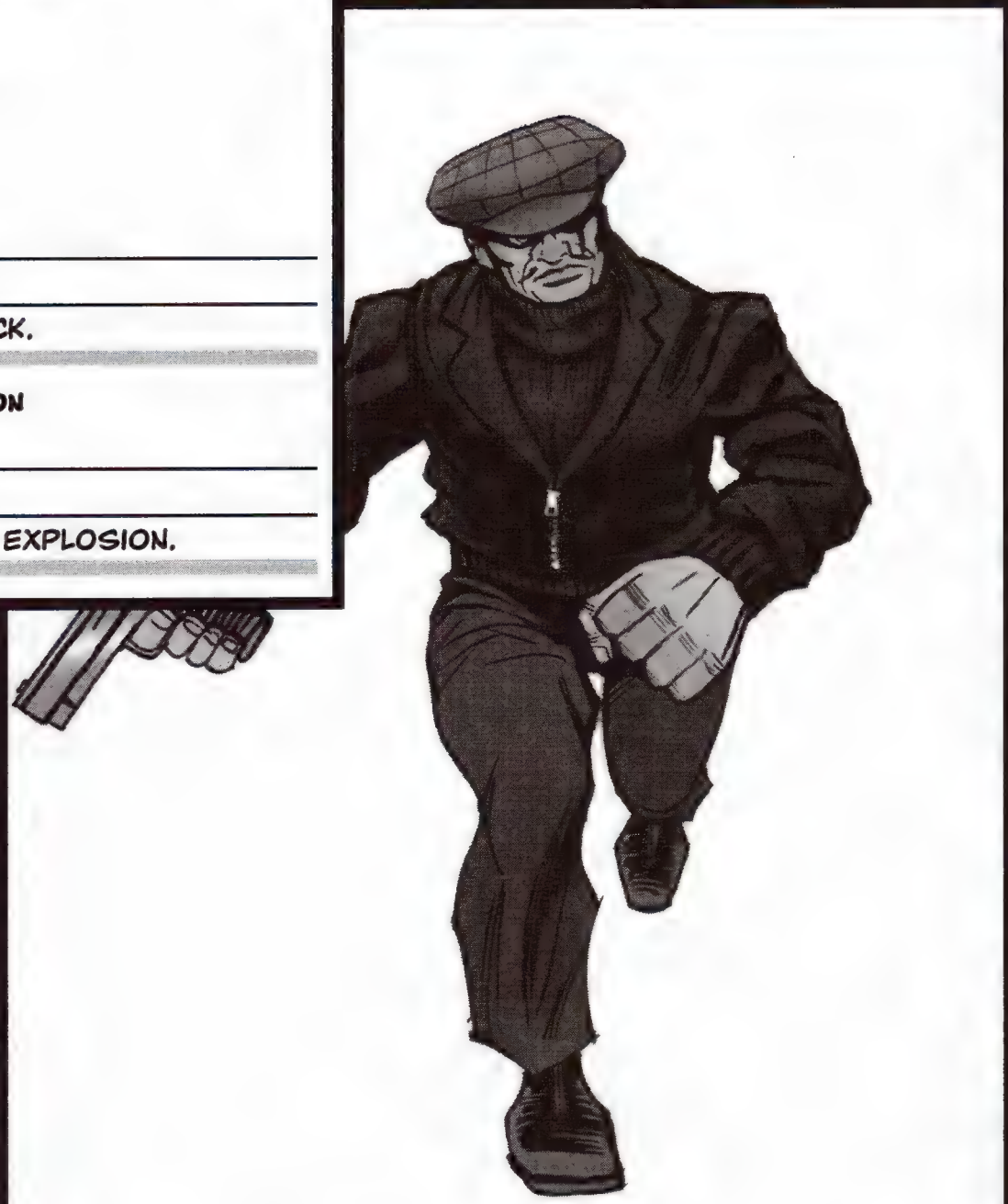
A RANGED ATTACK.

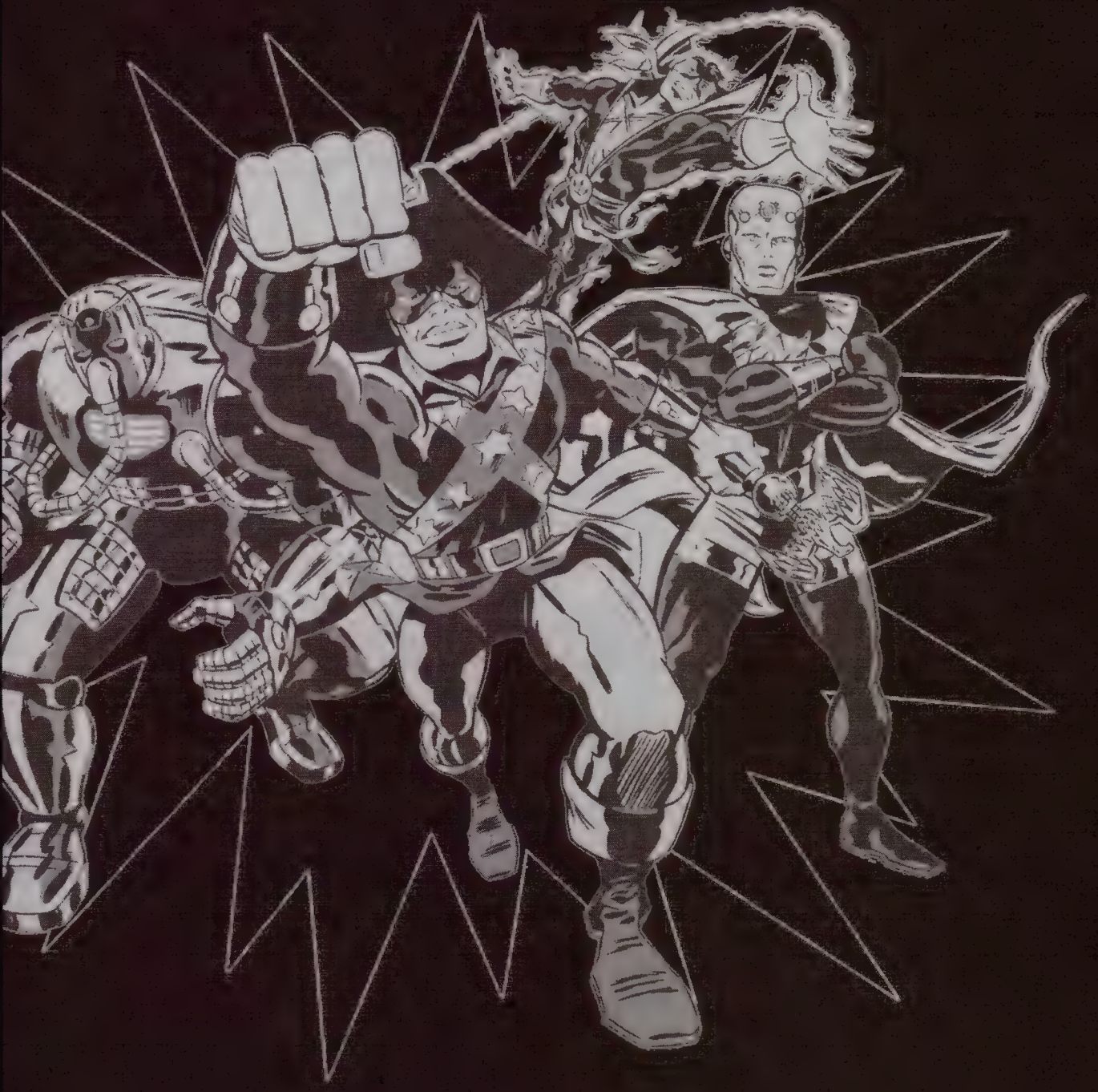
TURRET EXPLOSION

AREA

HEAT

GENERIC TURRET EXPLOSION.

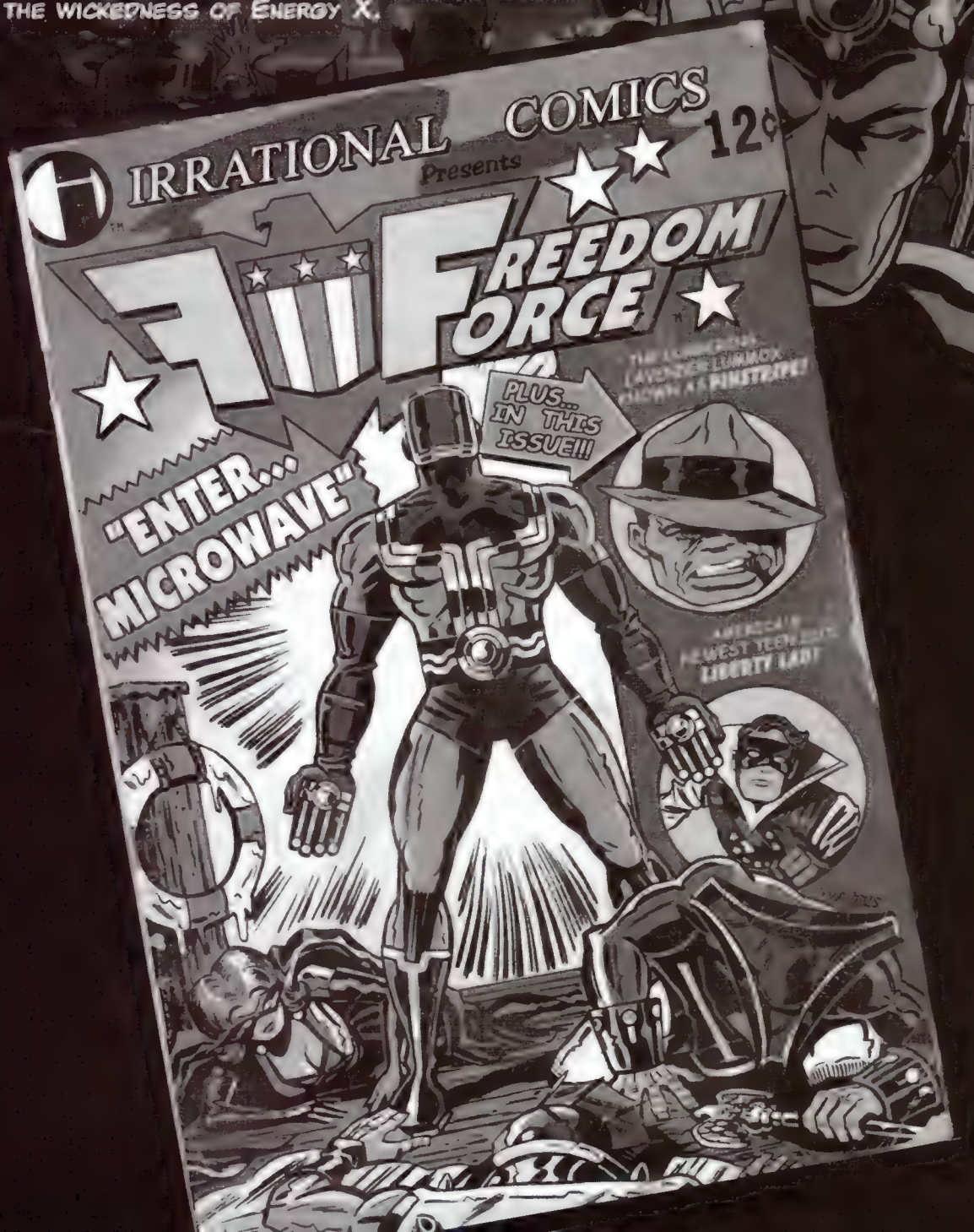




CHAPTER 5: THE CAMPAIGN

Die-hard patriot Frank Stiles' accidental encounter with Energy-X has thrust him into the role of super-hero, christening him Minuteman. Determined to stave the tidal wave of communism sweeping the globe, Minuteman soon realizes that he faces foes far deadlier than the pesky Russkies. Although he has Mentor to guide him through his campaign of freedom, justice, and the American way, you have no such human companion. But you do have this strategy guide.

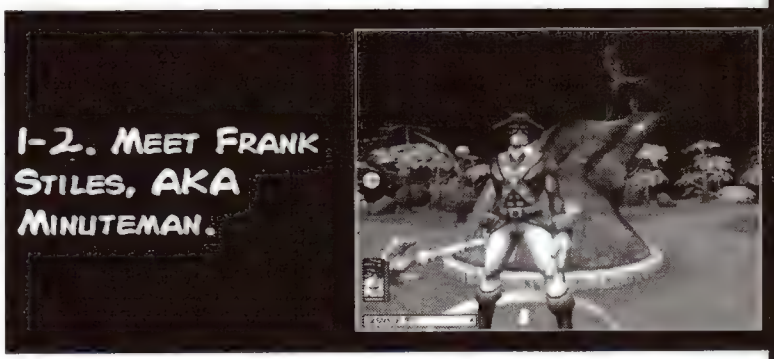
In this chapter, you will learn everything needed to stop Lord Dominion and save the free world from the wickedness of Energy X.



MISSION 1: CAME A HERO

An elderly Frank Stiles spends his days on a park bench growing older and bitter. His brilliant work on the Manhattan Project, the breakthrough that would usher in the Atomic Age, was unfortunately soiled when he was thrown off the project after accusing his co-worker, O'Connor, of being a spy.

As luck would have it, O'Connor is meeting with one of his communist cohorts at this very park, and this time Stiles is determined to stop him. But a bullet puts a crimp in his plans.



Struggling as his life force bleeds out of him, a dying Frank Stiles notices a strange Minuteman statue glowing near-by. When he places his shaky hand on it, he feels himself growing younger, stronger, as if the unknown energy from the statue is transferring to his body.

Stiles decides to use his newfound powers of strength and agility for good by attempting to stop the communist threat once and for all. His first order of business is to track down that traitorous rat, O'Connor.

MISSION HEROES

- MINUTEMAN

ENEMIES

- THUG WITH BAT
- THUG WITH PISTOL

PRIMARY OBJECTIVE

- CATCH O'CONNOR

SECONDARY OBJECTIVE

- RESCUE THE VICTIMS FROM MUGGERS

1-1. Here's an overhead view of the park where Minuteman makes his first rounds.

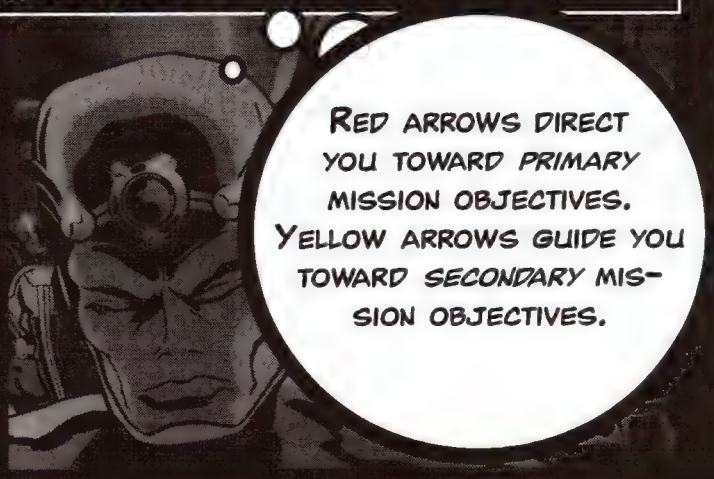
WALKTHROUGH

Donning his newfound patriotic duds, Minuteman must track down former colleague O'Connor and uncover what he and his little friend are up to.

1-3. This is where you start as Minuteman. Just follow the yellow arrow to the markers.

During the mission, it's best to follow the yellow arrows on-screen and click on all the red exclamation points. You should do this because you earn points for taking out bad guys. Since there are plenty of thugs in this area, you can earn some easy points by simply going through the tutorial.

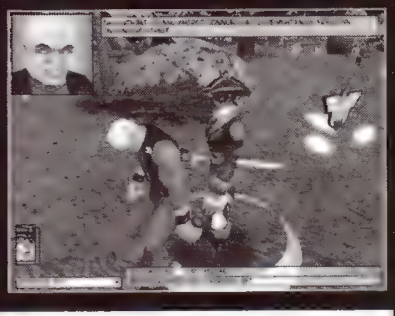
REMEMBER



Red arrows direct you toward *primary* mission objectives. Yellow arrows guide you toward *secondary* mission objectives.

FIRST SQUEALER

The second thug you encounter is ready to roll over. He tells you that he doesn't know where O'Connor is, but Louie might know. He's down on Concord Street, but proceed through the rest of the tutorial by following the yellow arrow.

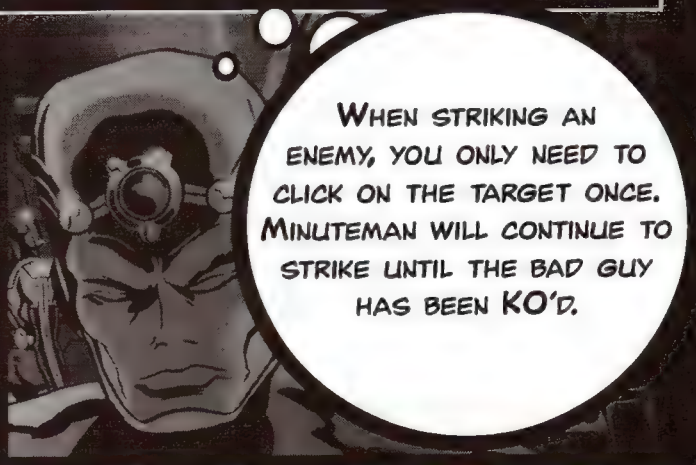


1-4. This thug is a squealer. Interrogate him to keep on O'Connor's trail.

The tutorial illustrates how to use your various attacks, as well as monitor your energy and health levels. Make sure you pay attention, because this information comes in handy later. You also find a container full of Energy X (called a **Power Canister** in the game) after demolishing the "weighty boulder" on the tutorial's path.

Power Canisters restore energy and spark a "hyper-energized" state for a few seconds—that is, your energy recharge rate is increased. Other Energy X containers provide permanent benefits, such as full health restoration (red Health Canisters) or bonus experience points (green Experience Canisters).

STRIKE ONE, THEY'RE OUT!

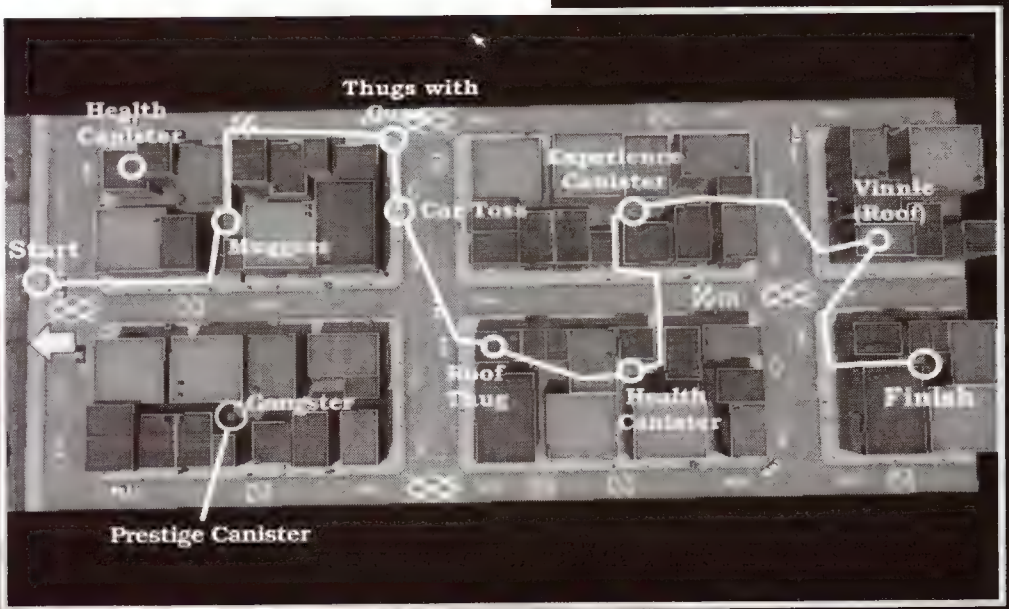


Eventually, you come to a gate after a conversation with a citizen (follow the exclamation mark's instructions). The only way to reach the other side of the gate is to go through it. Click on the gate and smash away.

1-5. Superheroes deserve a little mindless fun on occasion. Gratuitously smash this park gate to reach the city streets.

STOPLIGHT WEAPON

You're then instructed to cross the street and rip a stoplight from the ground to use as a weapon.



1-6. Here's the overhead view of the urban neighborhood near the park.

Watch for traffic when crossing the street. Despite having the strength of 10 men and the ability to leap a tall building, a car will inflict damage to Minuteman!

Click on the stoplight to make Minuteman stroll across the street and pull it out of the concrete. Then prepare for some big-league batting practice. Stoplights swing with a wide arc effect and deliver a powerful crushing blow, so they're particularly useful against grouped enemies.

1-7. Smackdown time! Stoplights make good clubs against multiple goons. (Don't worry, the city gladly pays replacement charges.)

Avoid hitting buildings with the stoplight. Doing so will take away Prestige Points.

Target one of the three nearby thugs with bats and select *Smackdown* from the Command Menu. After you swing a few times, one of the bad guys will turn stoolie, so grill him for some insider information.

1-8. Amazing how a little bludgeoning can make a guy chirp. Next target: a palooka named Vinnie.

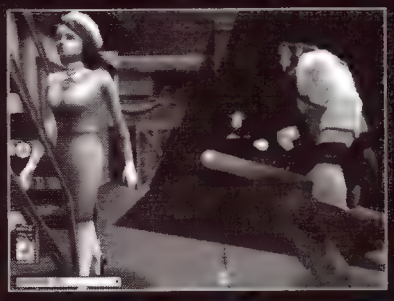
If you target a bad guy and you get a response from Minuteman saying, "Not with all these enemies around," it means there are still some hoodlums that need roughing up. When this occurs, search the general vicinity and dispose of them before returning to interrogate the bad guy.

After the bad guy squeals—he says Vinnie down at the café knows where O'Connor is—continue down the street in the direction of the next yellow arrow.

RESCUE A MUGGING VICTIM

Just past the Tobacconist store, you find another exclamation point icon at the opening to a back alley. This one describes how you earn Prestige Points by completing objectives. You can use prestige to attract new heroes to your team.

Enter the alley and use *Strike For Freedom* to eliminate the two muggers before they can attack the damsel in distress. This accomplishes a Secondary Objective.

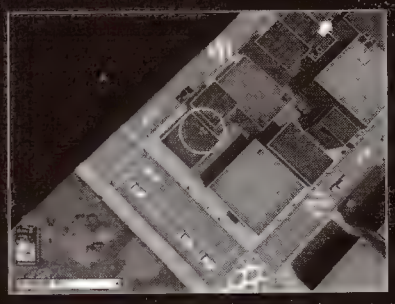


1-9. Rescue this poor young lady in the alley to complete a secondary objective and earn 20 Prestige Points.

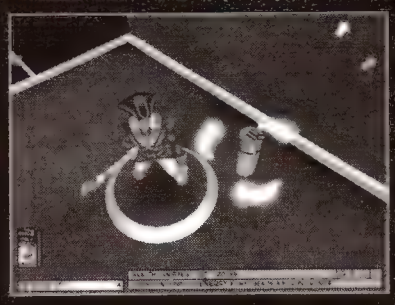
After the rescue, veer down the right-hand alley to find another spinning **Health Canister** full of Energy X. Nab it to replenish Minuteman's health, backtrack to the alley intersection, and follow the yellow arrow to the next exclamation point.

MORE POWER

If you zoom out all the way and scroll down, you'll notice a vent with an orange glow atop one of the buildings (directly across from the park, hugging the left side of the map). Smash the vent to grab another **Health Canister**. Or, remember its location and return later if the need arises.



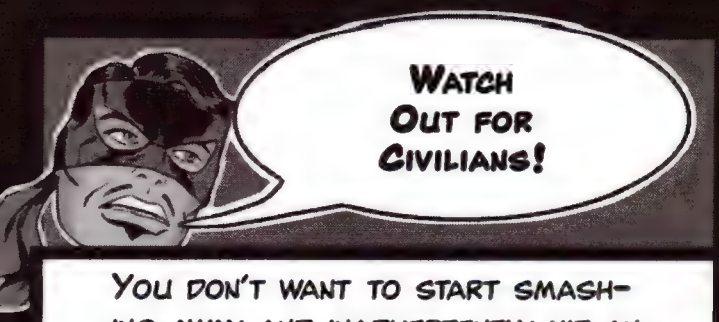
1-10. Don't miss the juicy Health Canister hidden in this building's rooftop vent (circled here).



NATIONAL GUARD

For the next task, select *National Guard* from the Command Menu for protection as you approach the next set of thugs, who are packing heat. Don't waste any time, because *National Guard* doesn't last long. When you're within striking range, select *Smash* and KO the goons. If you're lucky, the second bad guy may run into the street and get run over by a car.

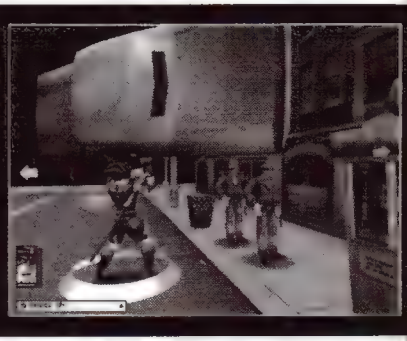
1-11. Use the **National Guard** protection to redirect slugs from gun-toting thugs.



You don't want to start smashing away and inadvertently hit an innocent civilian. Doing so hurts your Prestige Points, plus it's not good for your PR image.

The Car Toss

Now it's time to pick up a car! Choose an automobile (identified as a "gas-guzzling glorifier of American motorways") parked nearby; Minuteman automatically picks it up. Then move the cursor over the bad guys across the street. When the cursor changes to a dotted arrow, you're on target. Now left-click and watch the fun.



1-12. Car tossing is an expeditious way to eliminate goon teams.

If your aim is good, you can hit both enemies and knock them out. However, if the car doesn't eliminate them, jog over and finish the job. Continue to follow the yellow arrows, hopping atop buildings, knocking out bad guys, and picking up goodies.

Don't miss the green **Experience Canister**—an Energy X container that bears an experience bonus—spinning down the alley full of red oil barrels.

Watch out for red barrels. If they explode and you're near, your health will take a big hit.

You'll eventually find Vinnie, the gun-toting bad guy atop a building, who (with a little persuasion) is willing to spill the beans. As he reveals information, notice that O'Connor is making a hasty retreat. When you regain control of Minuteman, jump off the building (if you're still on top of it) because it's about to blow up. If you're too close to it when it explodes, you'll take some damage.

1-13. Quickly jump off this building after you interrogate Vinnie. O'Connor has it rigged to blow!

Now head over to O'Connor, that low-grade fink and flunky for hire. After inflicting some damage on him, he'll talk as long as the immediate area is clear of bad guys. If there are still enemies around, take care of them first and then return to O'Connor and interrogate him to complete the mission.

1-14. O'Connor is more than happy to impart useful information... after you whack him upside the head once or twice.

MISSION 2: STRANGE VISITORS

PROVING HIMSELF A DESPICABLE CRUMB, O'CONNOR SINGS LIKE A CANARY WHEN INTRODUCED TO YOUR PATRIOTIC STAFF. APPARENTLY, HIS LITTLE PAL WITH THE STOLEN DOCUMENTS, SUKHOV, IS HEADED TO THE OLD WILSON PAPER WAREHOUSE ON BENJAMIN FRANKLIN BOULEVARD.

2-1. HEY, HE CALLED YOU "FLAG FACE!" THAT DESERVES A PATRIOTIC HEAD SLAP.

MISSION HEROES

- MINUTEMAN
- MENTOR

ENEMIES

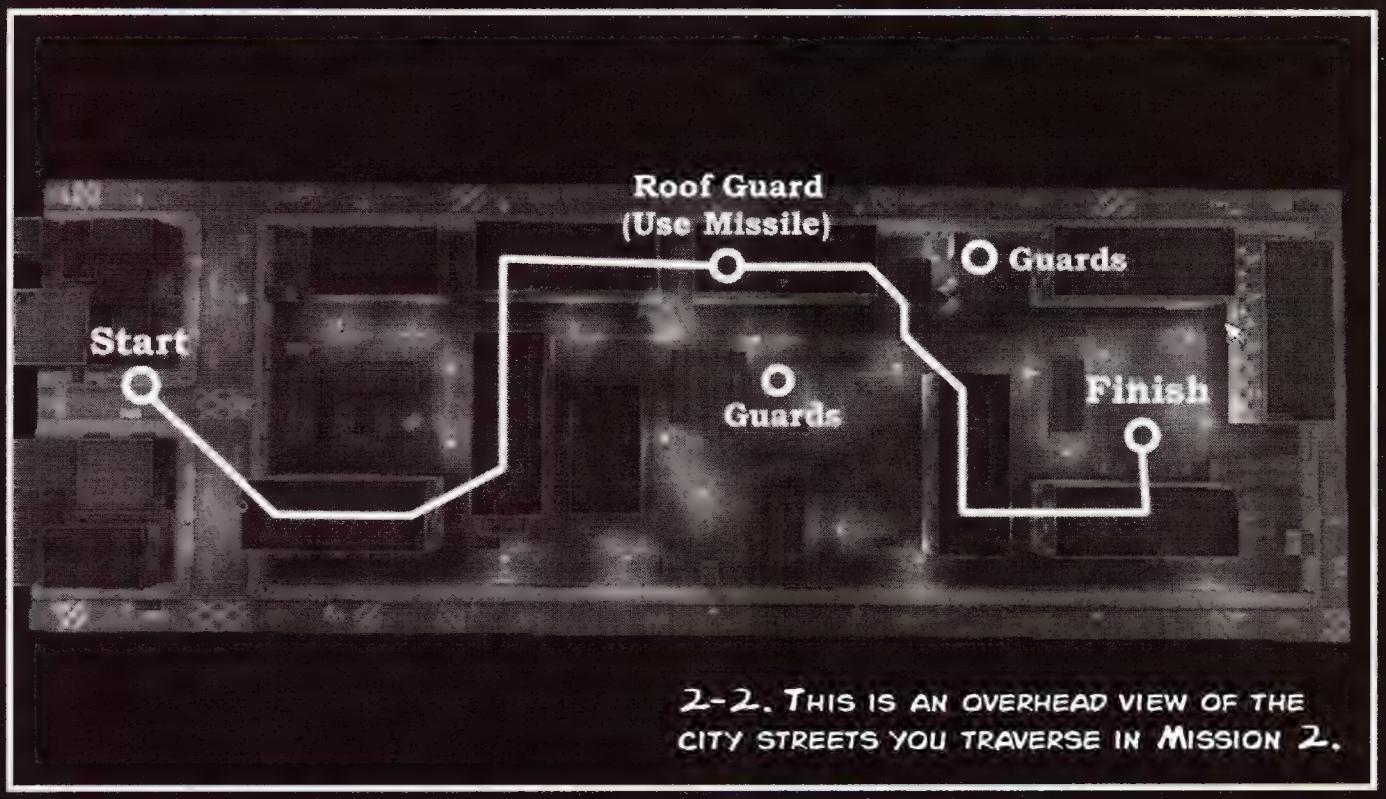
- TRAITOR WITH BAT
- TRAITOROUS GRENADIER
- TRAITOR WITH GUN

PRIMARY OBJECTIVES

- CATCH SUKHOV
- TALK TO THE STRANGER
- USE MENTOR TO INTERROGATE THE THUG

SECONDARY OBJECTIVES

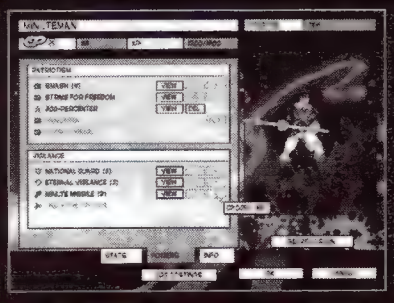
- KNOCK OUT ALL THE THUGS
- DON'T ALERT THE GUARDS



2-2. This is an overhead view of the city streets you traverse in Mission 2.

WALKTHROUGH

Now it's time to "train" Minuteman—that is, upgrade his powers using the CP (character points) you just earned. First, upgrade your Eternal Vigilance to level 3; you should see a *Buy* button appear across from Minute Missile. Click on it to buy the Minute Missile power and then upgrade it to level 2, if you can afford it. (You'll need it in this mission.) Now you're ready to track down O'Connor's commie friend.



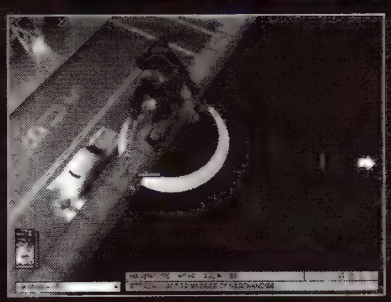
2-3. Upgrade your Eternal Vigilance to level 3 so you can buy the Minute Missile power to stun enemies.

After you click on the *Mission Briefing*, select *Enter the Fray* to begin.

SQUEALER

Minuteman starts on a street corner. One of the secondary objectives is to avoid alerting the guards. The best way to accomplish this objective is to stay above them. Guards can't jump and they won't likely see you unless you're right in front of them.

Follow the yellow arrows to the next pair of help icons. At the second one (which offers advice on camera zoom), jump atop the tall building.



2-4. Use rooftops to escape detection by the weapon-wielding guards below.

Walk to the opposite edge of the building (simply follow the yellow arrow). Peer down and make sure all the guards are facing away from you. Then leap across to the next building.

2-5. See the baddies below? Avoid them by hopping from building to building.

Once on the next building, head for the tutorial exclamation mark, which points out that your Minute Missile doesn't cause much damage but instead stuns enemies. *Save your game here!* Use your Minute Missile on the bad guy atop the next building. *Immediately* jump across and finish him off.

If this rooftop guard dodges the missile or recovers before you reach him, he opens fire, alerting the other guards and triggering the failure of a secondary objective.

MINUTE MISSILE FOR STEALTH

Now turn left and walk down the length of this building, following the yellow arrow. This takes you to yet another building of the same height, so leap over to it.

2-6. Launch a Minute Missile into the rooftop guard's back. Then hurry across to KO the fellow after he's stunned.

Avoid jumping down to street level. If you accidentally do so, you'll alert the guards to your presence.

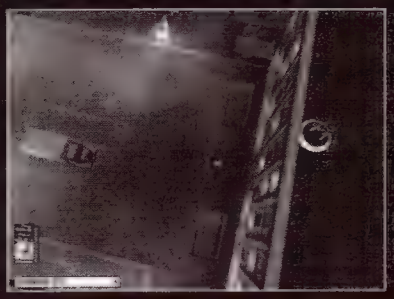
The Minute Missile only stuns enemies, so don't waste any time. You need to quickly finish the job before the bad guy regains his senses.

Don't get too close to the edge or the guards near the red barrels below may see you. Don't use a Minute Missile on them, because they're too far away. Proceed down the rooftop and jump down onto the small building (see figure 2-7 for the correct landing spot) near the trucks and guardhouse. Then cross the roof to its far right edge and hop down. Cross the alley to the tall building to the right, and leap up to that roof.

2-7. Jump down onto the location indicated here on the roof below. Then walk to the roof's far right edge, hop down to the ground, creep across to the tall building at right, and leap up to its roof.

FINDING SUKHOV

Proceed down the length of the tall building's roof, turn left, and jump across to the last tall building.

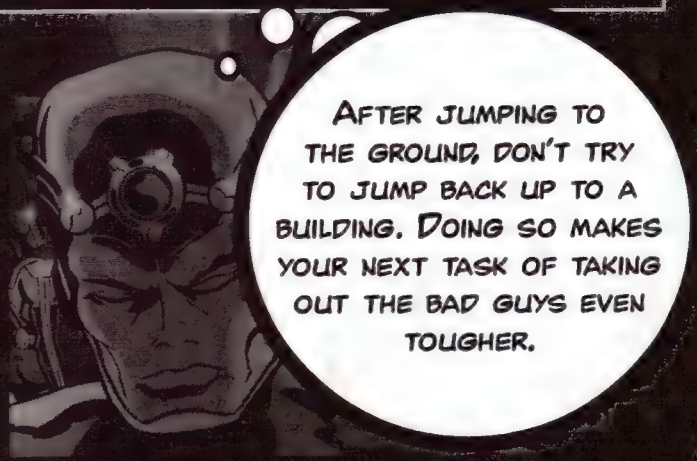


2-8. Hop down from the final building into this courtyard, landing right between the two containers.

When you get about two-thirds of the way across the rooftop, turn left and jump down into the courtyard with the truck in the center (land between the two containers). This triggers Sukhov's appearance.

2-9. Comrade Sukhov, I presume?

KEEP LOW TO THE GROUND

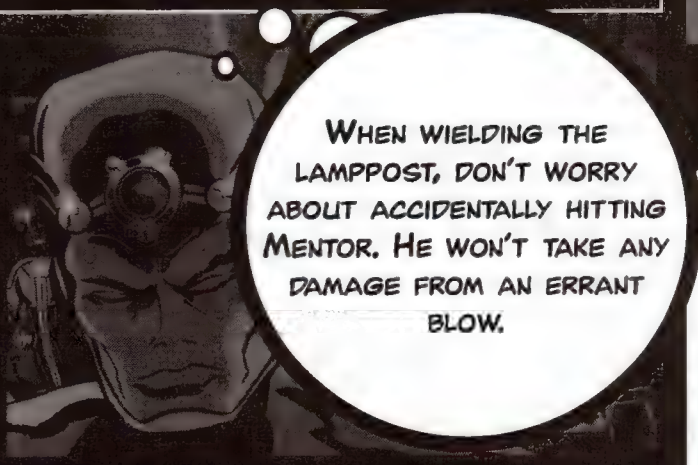


LAYING THE SMACK DOWN

Along with Sukhov, Mentor also makes an appearance. Using his mental faculties, he makes the bad guys easy pickings by momentarily wiping their minds with Mental Blank. Pick up the lamppost and knock out the entire group.

2-10. The mysterious Mentor befuddles the six weak-minded minions who surround you. Flatten them with that nearby lamppost—quickly, while they're dumbfounded!

IGNORE MENTOR

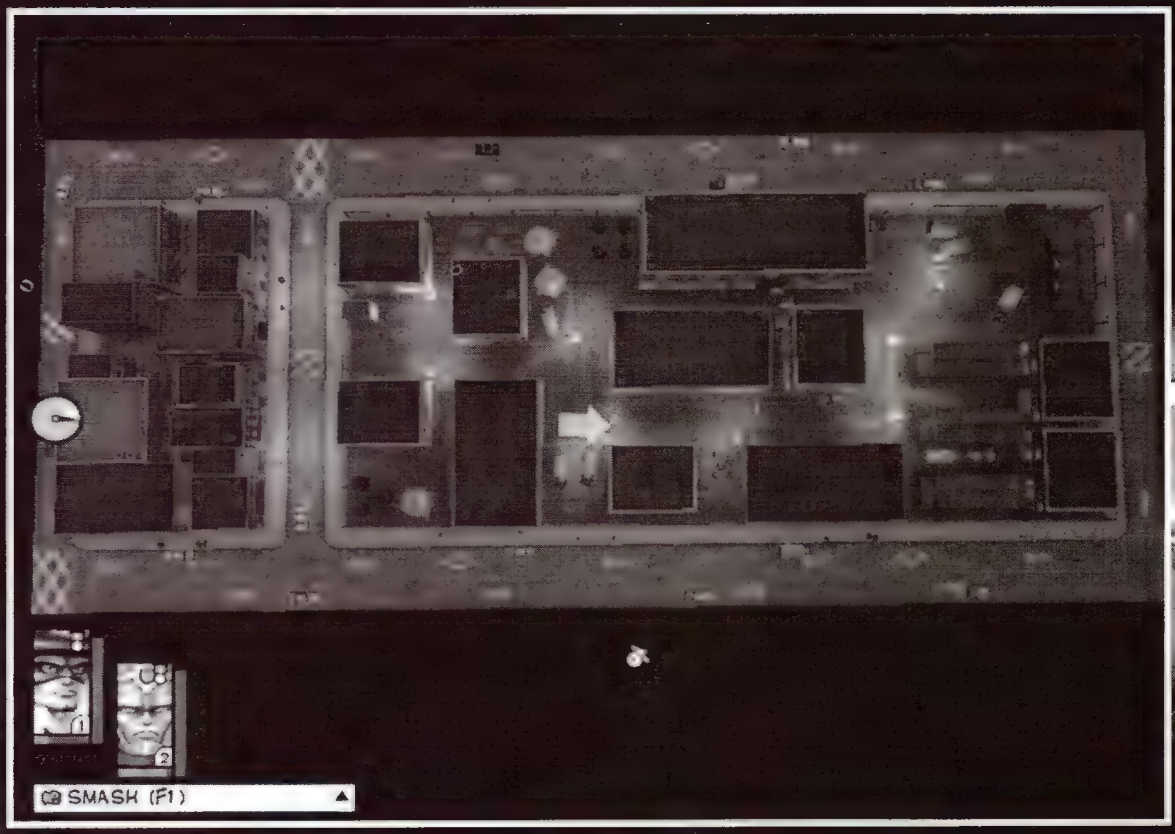


Continue to eliminate bad guys until only one remains; he agrees to squeal. But first, talk to Mentor ("the stranger"). This completes another primary objective. Now you can select Mentor by clicking on his icon in the lower left corner or by pressing 2 on the keyboard. With Mentor selected, click on the remaining thug to complete the last primary objective. This give you a new destination: Sukhov's hideout in a factory on Liberty Lane.

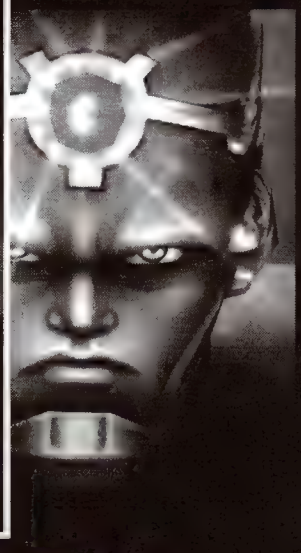
2-11. Talk to Mentor first, and then use him to interrogate the fallen thug.

NEW COMPANION, NEW OBJECTIVES

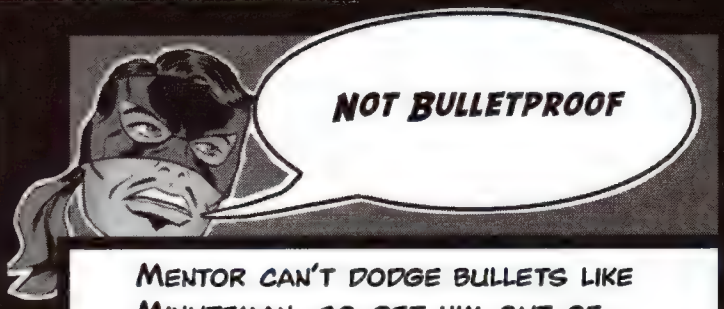
During a brief intermission, you get to see how well you've done so far in this mission. You also receive a new set of objectives for the rest of the mission. Primary amongst them: Catch Sukhov.



2-12. This is the overhead map view of the rest of the mission.



Cross the street and learn how to use Mentor's *Instinct Dominance*. Then have Mentor inflict it on the nearby thugs. If all goes as planned, the bad guys get "enraged" (indicated by jagged red lines around their heads) and turn on each other. You'll likely need to use *Instinct Dominance* several times to make the bad guys dispose of each other.



Mentor can't dodge bullets like Minuteman, so get him out of harm's way after attacking the thugs.

2-13. Mentor's *Instinct Dominance* enrages foes, causing them to fight each other and save you work.

2-14. Keep Mentor safely in the background, out of harm's way.

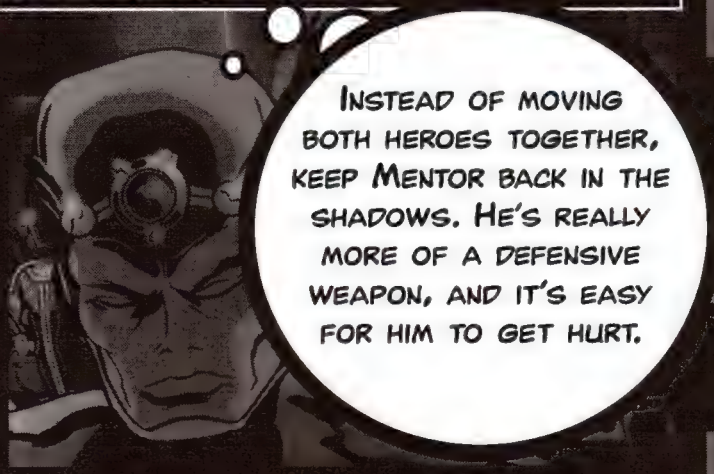
After clearing the area of bad guys, take Minuteman into the courtyard and look up at the thug waiting for him. Be careful when using Mentor, because his hand-to-hand combat skills leave much to be desired.

2-15. Thugs with grenades are bad news. Go after them with Minuteman, using *National Guard* for protection until you get close enough to hurl a Minute Missile.

Watch out for hand grenades. To determine if a bad guy has them, place the cursor over one—the status bar at the bottom will read "Traitorous Grenadier." If that's the case, switch to *National Guard* until you get close enough to use a Minute Missile or simply smash the brute.

2-16. Knock out all thugs in the area to complete your secondary objective. Watch out for this pistol-packing trio on the street!

Out of Harm's Way



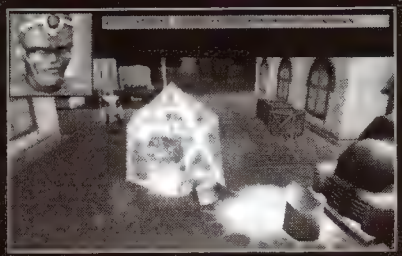
Move down the main brown concourse past a pair of striped Hazard barriers, avoiding the side alleys with giant TNT boxes. (If a grenade hits a TNT box, it will rip quite hole in the city's fabric.) Watch for bad guys everywhere, and keep your eyes open for flying grenades.

2-17. Proceed through the striped barriers, watching for high grenadiers and two thugs just ahead to the right.

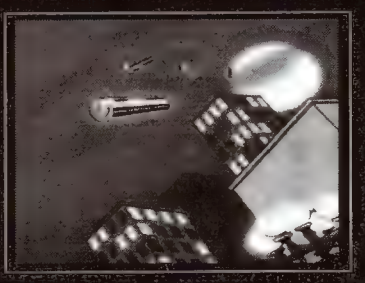
To complete the secondary objective, eliminate *all* the bad guys, including several atop nearby roofs, two three-man squads posted near trucks out on the side streets, and a pair hiding behind a canned-goods delivery truck in the loading area (back right corner of the lot).

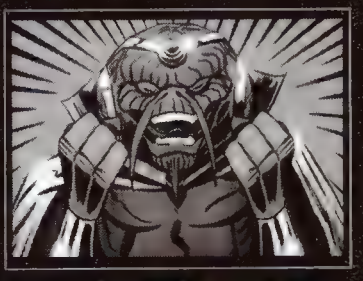
After you secure the area, head for the three barricades and the crane to find Sukhov. (Watch out for one more shooter atop the crane tower!) After causing some damage to Sukhov, he'll be ready to talk. Interrogate him with either one of your superheroes... and watch the liquid nitrogen fly!

2-18. Sukhov makes an ill-advised attempt to escape, and ends up as a big Commie Redsicle.



MISSION 3: SKATING ON THIN ICE





3-1. THE MYSTERIOUS MENTOR TELLS A STRANGE TALE OF HIS LIFE IN THE DOMAIN, OF ENERGY X, AND OF THE EVIL CONQUEST PLANS OF LORD DOMINION.

MENTOR TELLS THE STORY OF HIS ORIGIN IN THE DOMAIN, AN ALTERNATE DIMENSION RULED BY THE EVIL, POWER-HUNGRY TYRANT, LORD DOMINION. THE SECRET TO HIS RULE IS A MYSTERIOUS SUBSTANCE KNOWN ONLY AS ENERGY X. WHEN LORD DOMINION DISCOVERS PLANET EARTH, HE DECIDES TO EXPERIMENT RATHER THAN SIMPLY CONQUER. THE PLAN: SEED THE WORST ELEMENTS OF HUMANKIND WITH THE POWER OF ENERGY X, THEN SIT BACK AND WATCH EARTH DESTROY ITSELF!

MENTOR TRIES TO FOIL THE PLAN BY ABSCONDING WITH THE SHIPMENT OF ENERGY X AND FLEEING TO EARTH, WHERE HE HOPES TO USE THE POWERFUL SUBSTANCE FOR GOOD RATHER THAN EVIL. HOWEVER, HIS SPACESHIP IS CRIPPLED OVER PATRIOT CITY AND HUNDREDS OF CANISTERS OF ENERGY X PLUMMET TO THE GROUND, FALLING RANDOMLY ACROSS THE CITYSCAPE.

HENCE FRANK STILES' ENCOUNTER WITH THE ODD, GLOWING STATUE IN THE PARK AND THE RESULTANT POWERS OF HIS ALTER EGO, MINUTEMAN.

NOW IT'S OFF TO PATRIOT PARK, ODDLY FROZEN IN JULY!

MISSION HEROES

- MINUTEMAN
- MENTOR
- EL DIABLO

ENEMIES

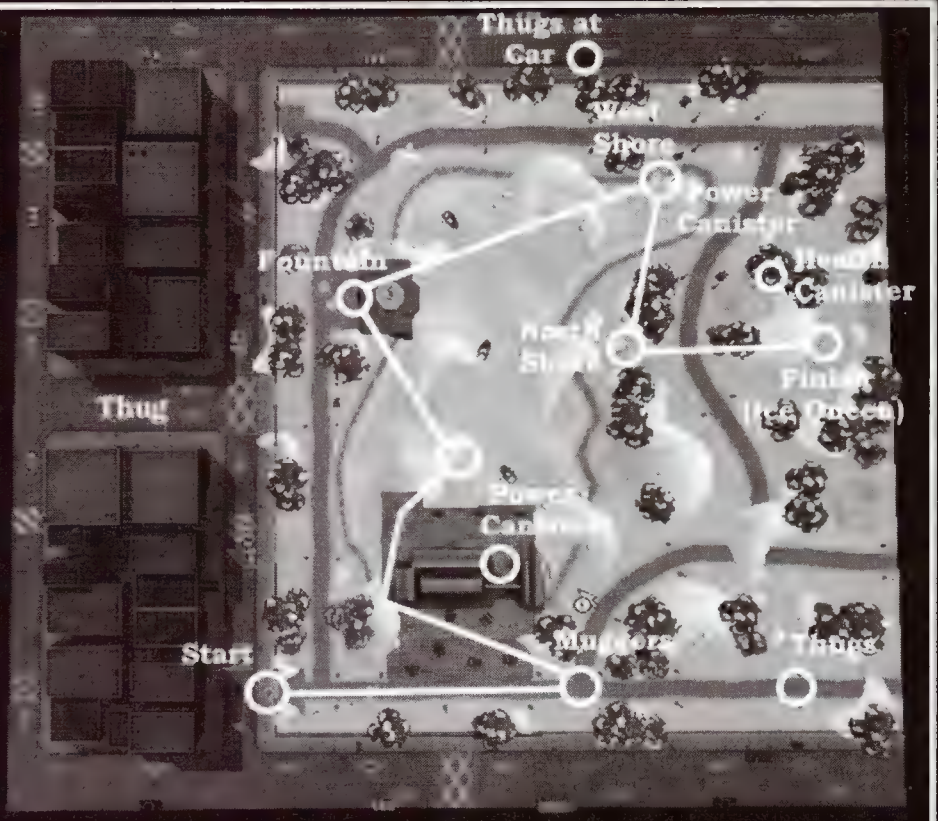
- ICE TROOPERS
- ICE QUEENS
- THUG WITH BOMBS
- THUG WITH GUN

PRIMARY OBJECTIVES: PART I

- FIND OUT WHY THE PARK IS FROZEN
- BREAK THE MAN OUT OF THE ICE
- SAVE THE CIVILIANS FROZEN IN ICE BY BREAKING THEM OUT OF IT
- KNOCK OUT THE ICE QUEEN! DON'T LET HER GET AWAY!
- DEFEAT THE ICE QUEEN AND INTERROGATE HER

SECONDARY OBJECTIVE: PART I

- RESCUE THE WOMAN FROM THE MUGGERS



3-2. An overhead view of the first half of Patriot Park—now a barren, frozen wasteland.

WALKTHROUGH

After the introductory scene, enter the fray. Stars and bars! The park is indeed frozen and belligerent ice troopers are running amok. Your first two objectives are to break the nearby man out of the ice block and then find out why the park is frozen.

3-3. Ice troopers are tough adversaries but, boy, do they have horrible accents. Don't let them frost you like this with their deadly freeze-ray guns.

UNFREEZE THE SOLID CITIZEN

Two ice troopers attack immediately. Troopers can wield two types of guns; one fires a powerful freeze-ray that can immobilize enemies, the other spits out piercing, high-velocity ice bullets. Fortunately, you can overpower their minds.

Use Mentor's *Instinct Dominance* to enrage the attacking ice troopers and turn them against each other.

3-4. Rescue this male civilian frozen in ice. He directs you to the boathouse just ahead.

After you eliminate the chilly red menace, right-click on the man frozen in a block of ice (see 3-4) and select *Rescue*. He reports that more flunkies seem to be massing by the boathouse.

Freeze and Drag

Remember two things. First, the action pauses when you right-click on anything including the ground. This accesses the Command menu. Second, you can move the Command menu over any object or enemy while the action is frozen.

So when multiple enemies attack, right-click quickly! When the action freezes, hold the right mouse button and drag the Command menu until your cursor is over an enemy. Now select your attack. Switch to another hero and repeat the process.

Check the area map (see 3-2) to find the boathouse, which is just ahead and to the left of the park entrance. We'll check it out shortly. But first, a secondary objective lies just ahead.

3-5. Use Mentor's *Cortical Suppression* to daze these criminals, then have Minuteman whack them senseless with a lamppost.

Rescue the Woman from the Muggers

Four bat-wielding thugs encircle an innocent female citizen on the path just past the boathouse. Use Mentor to zap the area with *Cortical Suppression*, rendering the dimwitted hoods temporarily dazed and confused. Then use Minuteman to pluck a lamppost from the ground and smite the evil felons.

Keep Mentor Safe

OK, this is the last warning. After Mentor casts a mental attack such as *Instinct Dominance* or *Cortical Suppression*, move him back from the fray! Let Minuteman do the heavy lifting in combat.

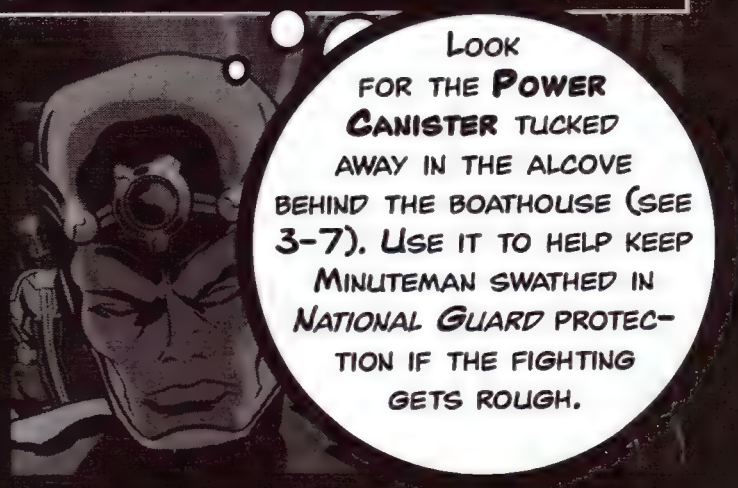
More thugs lurk down the path ahead, so finish them off. Be careful though, because one of them has a gun. After finishing the job, return to the boathouse.

THE BOATHOUSE

3-6. Here's the boathouse. See the frozen civilians (circled) on the other side? Beware patrolling ice troopers!

Three more civilians are trapped in ice on the frozen lake behind the boathouse. Unfortunately, more ice troopers watch over them. Before you round the building, use Mentor to administer a dose of *Instinct Dominance* on the Russkies. Keep zapping them until one remains, and then send Minuteman (shielded by *National Guard*) to smash the surviving trooper.

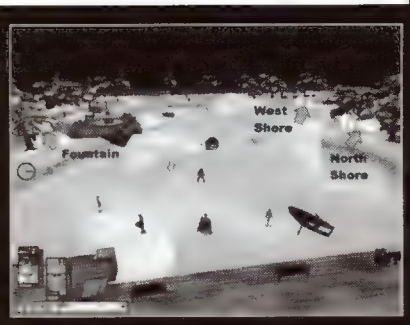
ENERGY BOOST!



Look for the **Power Canister** tucked away in the alcove behind the boathouse (see 3-7). Use it to help keep Minuteman swathed in *National Guard* protection if the fighting gets rough.

3-7. This ice trooper on the boathouse dock guards the pink **Power Canister** in the alcove behind him.

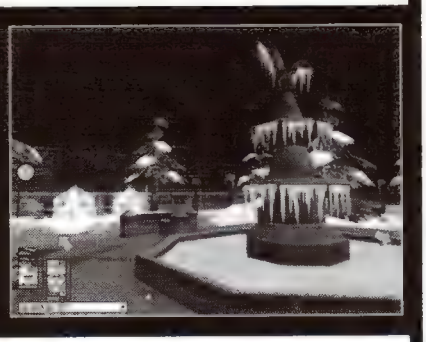
Quickly unfreeze the trio of citizens. The grateful folks direct you to other frozen people by the fountain and on both the west and north sides of the lake (see 3-8). Veer left toward the fountain first.



3-8. The arrows in this view from the boathouse dock indicate the three directions to more frozen citizens—to the fountain at right and to the west and north.

FROZEN FOUNTAIN

More ice troopers launch an assault from the fountain area. Continue to counter with the one-two punch of Mentor's *Instinct Dominance* followed by a "smashing" Minuteman mop-up.



3-9. Rescue the citizens on the walkway just behind this frosty fountain.

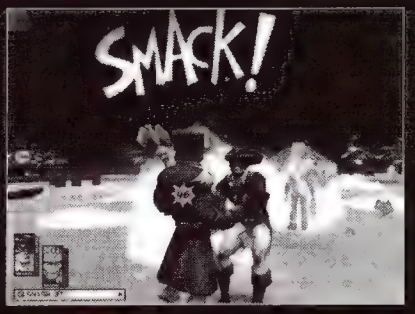
Three more citizens stand frozen just beyond the fountain. Rescue them, then smash open the fountain to find a most welcome surprise—a **Health Canister** bearing a nice healing bonus. Make sure your most-damaged hero picks it up.

3-10. Smash apart the fountain to find this **Health Canister**.

WEST AND NORTH SHORES

From the fountain, head directly across the lake to rescue the frozen citizens on the north shore. More ice troopers patrol here; some lurk unseen in the trees, while others wander over from the west shore. Eliminate them with some old-fashioned teamwork—*Cortical Suppression* should work nicely here. Don't miss the **Health Canister** behind the food stand.

3-11. Smack your icy foes and then free the frozen park strollers on the west shore.



3-12. Watch out for ice troopers hiding in the trees.

There's also a **Power Canister** spinning on the ice next to the frozen folks on the west shore. Free those captives from their ice blocks, too. After freeing all six (three on each shore), you've completed a primary objective. Congratulations!

The last freed citizen surmises that "the ice woman at the north end of the park is behind all of this!" Go check it out.

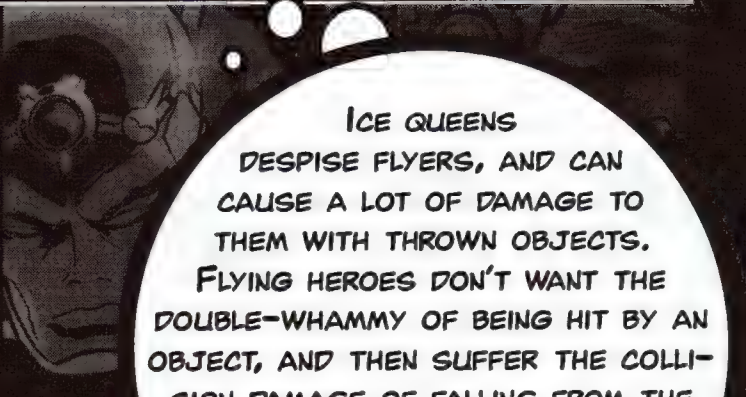
ICE QUEEN

Follow the red arrow to the north. It leads you to an ice queen harassing citizens with her piercing Icicle Slash attack (one icicle in each holster). Watch out for ice trooper minions, too. Attack the ice queen and defeat her, then interrogate the cold-hearted witch.

3-13. The ice queen stalks the north end of the park. When you catch her, she lets slip her boss's name: Nuclear Winter.

The queen scoffs that doom awaits you at the pump-house. She also reveals the identity of the evil overlord responsible for this frigid mess: Nuclear Winter. Thus ends the first half of the mission.

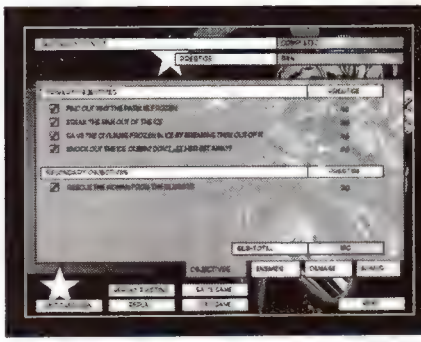
STAY GROUNDED VERSUS QUEENS



Ice queens despise flyers, and can cause a lot of damage to them with thrown objects. Flying heroes don't want the double-whammy of being hit by an object, and then suffer the collision damage of falling from the sky. If you're flying and see an ice queen pick up something to throw, land immediately and attack on foot for awhile.

HALFWAY POINT: MEET EL DIABLO!

After checking your status, choose Next and watch the introductory scene. Our heroes come face-to-face with Nuclear Winter—none other than Sukhov himself, transformed by Energy X and liquid hydrogen into an evil mastermind summoning superpowers of frost and cold. Within seconds, he encases Minuteman and Mentor in ice, ready for shipment to the motherland.



3-14. It's halftime here at Mission 3: Skating on Thin Ice. And the score is...

PRIMARY OBJECTIVES: PART 2

- FIND AND FREE MINUTEMAN
- FIND AND FREE MENTOR
- EL DIABLO MUST NOT FALL
- DESTROY THE PUMP-HOUSE
- DEFEAT THE ICE QUEEN AND INTERROGATE HER

SECONDARY OBJECTIVE: PART 2

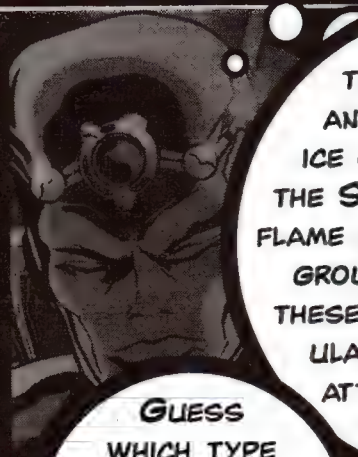
- SAVE THE COUPLE FROM THE ICE QUEEN

Meanwhile, across the park, another civilian is freeze-dried by an ice trooper. Suddenly, a blast of flame introduces a new super-powered player to the scene—El Diablo, now under your control. The fiery superhero saves the citizen, but three more ice troopers attack.

Blast them with *Tongues of Flame*, a powerful ranged attack that inflicts extra damage to ice troopers. If your EP runs low, get in close and unleash some crushing *Swift Punch* attacks.

3-15. Things look bleak for Minuteman and Mentor. But help is on the way in the form of a fiery superhero named El Diablo.

THE HEAT IS ON



Move the cursor over any ice trooper or ice queen and look at the Status Bar. Note the flame icon in the red background, which indicates these minions are particularly vulnerable to attacks that inflict heat damage.

Guess which type of damage El Diablo's *Tongues of Flame* attack inflicts?

SAVE THE COPS AND COUPLE

El Diablo has another useful attribute. He can fly, which obviously gives him excellent mobility. Use it now to find the two cops frozen in ice blocks next to their squad car not far from the lakeshore. Right-click on the ground near them and select *Fly To* from the Command menu. El Diablo glides swiftly to that spot.

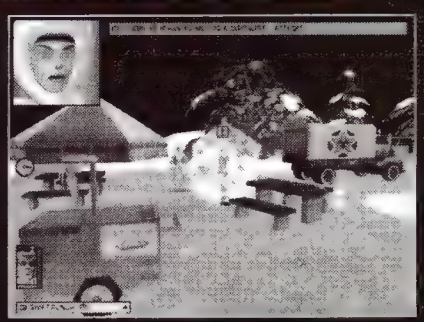
3-16. El Diablo has great mobility due to his power of flight. Zoom over to thaw these frozen cops.

Rescue both cops, then continue up the path along the fence to the left of the squad car. Then save the civilians who get attacked by the ice queen to complete the secondary objective.

Return to the intersection, turn left past the cop car, and follow the cobblestone path to the food stand next to one of Nuclear Winter's transport trucks.

FREE MINUTEMAN

As you approach, you see Minuteman encased in ice, ready for loading. Two very powerful ice queens are posted here.



3-17. These killer ice queens guard the "Minuteman block." Don't let them hit El Diablo with boulders or tree trunks, or he's a goner.

The ice queens immediately attack—one uproots a tree trunk, the other hefts and tosses a huge boulder. If either object hits El Diablo, he's likely KO'ed and you have to restart. Ice queens, like ice troopers, are vulnerable to heat attacks, so use *Tongues of Flame* and keep moving. This is a tough fight.

After you eliminate the queens, rescue Minuteman from his ice block. Click on him again to talk. With some clever persuasion, Minuteman convinces El Diablo to join the cause. Before you leave, cross the pond behind the picnic tables to find the **Health Canister** on the ice behind the small island near the area's border.

FREE MENTOR

Now cross back over the cobblestone path and head for the transport truck sitting on the lake. As you approach, Mentor's ice block comes into view and ice troopers attack. El Diablo is a strong fighter, so split the duties; send his *Tongues of Flame* at one trooper, and direct Minuteman (protected by *National Guard*) to smash the other trooper.

3-18. Free Mentor from his frigid prison of ice. He points to the pump-house as the source of Patriot Park's icy curse.

Rescue Mentor and talk to him. The alien has learned that the nearby pump-house seems to be the source of the frigid villainy and must be destroyed. Before heading there, however, cross the ice to the couple standing in the picnic table area. (Each has a red exclamation point overhead.) Talk to them to learn that the woman tossed a glowing canister in the trash.

LIQUID ICE DELIVERY

Move all three superheroes up the lakeshore past another food cart. You'll find another **Power Canister** tucked behind a boulder in the group of trees in the park's corner.

3-19. Troopers load something called "liquid ice" for delivery to the lake pump-house. So that's the secret!

As you approach, you'll hear ice troopers loading tanks of "liquid ice" for delivery to the pump-house. Aha! Eliminate the two troopers at the truck.

THE PUMP-HOUSE

Follow the road along the park edge to the pump-house. Five more ice troopers rush out to defend their HQ, but a dose of Mentor's *Cortical Suppression* should daze them long enough for Minuteman and El Diablo to KO all five. (Don't miss the **Power Canister** in the square.)

3-20. Attack the pump-house. Don't stop until it's a steaming pile of rubble.

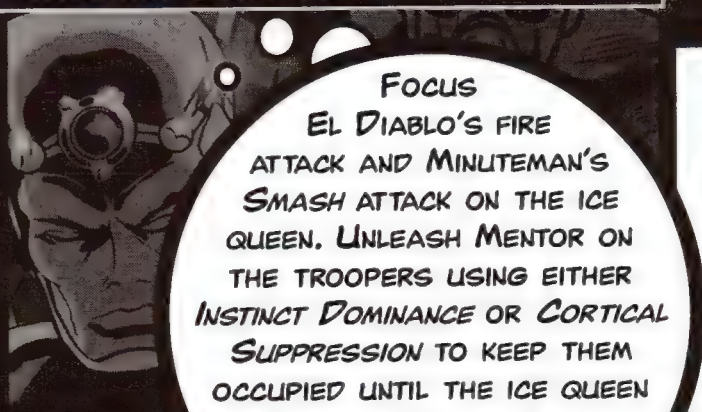
Now have both Minuteman and El Diablo attack the pump-house building. When the last piece falls, you've completed another primary objective. But one final objective is added to your list.

DEFEAT THE ICE QUEEN

Save your game here! Another ice queen leads a squad of ice troopers in a frontal assault across the nearby street and into the park. Here's another good "divide and conquer" situation. (See the "Divide and Conquer" tip on this page for tactical advice.) Knock out the troopers and force the queen to surrender, then interrogate her.

3-21. Here comes this mission's final assault—one ice queen and three ice troopers.

DIVIDE AND CONQUER



Focus El Diablo's fire attack and Minuteman's *Smash* attack on the ice queen. Unleash Mentor on the troopers using either *Instinct Dominance* or *Cortical Suppression* to keep them occupied until the ice queen is subdued. Once she gives up, turn everyone loose on the troopers.

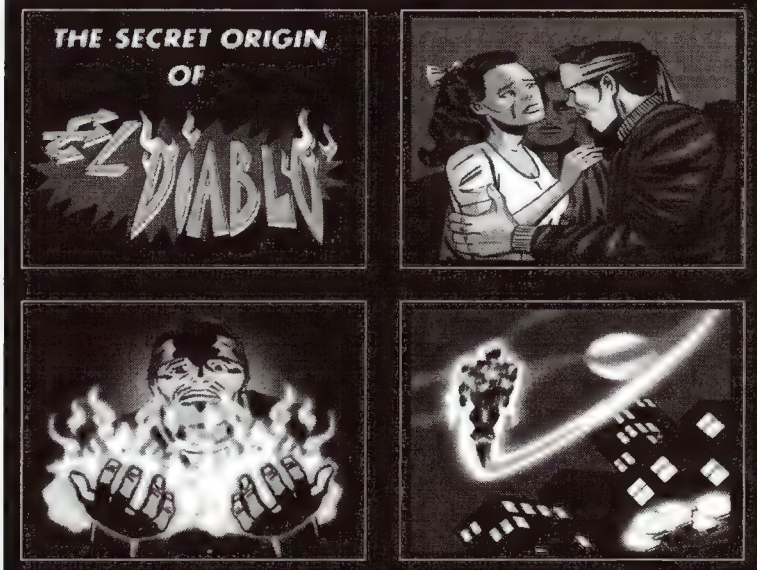
The ice queen imparts chilling news indeed. Nuclear Winter has procured a nuclear warhead! Minuteman deduces that the fiend must have stolen it from an aircraft carrier at the city docks. Off you go!

MISSION 4: A NUCLEAR WINTER

BETWEEN MISSIONS YOU SEE THE STORY OF A FIERY YOUNG LATINO GANGLORD NAMED RICARDO RAMIREZ, WHO STUMBLES ONTO A STORE OF ENERGY X. INFUSED WITH THE POWER OF FIRE, HE ZOOMS ABOVE THE CITY THAT NIGHT, REMEMBERING THE WORDS OF HIS SISTER ESTELLA... "THE WORLD IS GRAND, RICARDO. ARE YOU WILLING TO DIE FOR YOUR TINY BARRIO?"

RAMIREZ TAKES A NEW NAME, EL DIABLO, AND DEDICATES HIMSELF TO STOPPING THE MINDLESS TURF WARS THAT FRACTURE HIS FAMILY AND HIS PEOPLE. THE POWER OF ENERGY X WORKS GOOD IN HIM, GIVING HIM A WIDER VISION OF LIFE—A LIFE OF PEACE, JUSTICE, AND THE AMERICAN WAY.

SUCH IS THE VOW OF...
EL DIABLO!



4-1. EL DIABLO REVEALS HIS ROOTS IN THE BARRIO.

MISSION HEROES

- MINUTEMAN
- MENTOR
- EL DIABLO
- MAN-BOT

ENEMIES

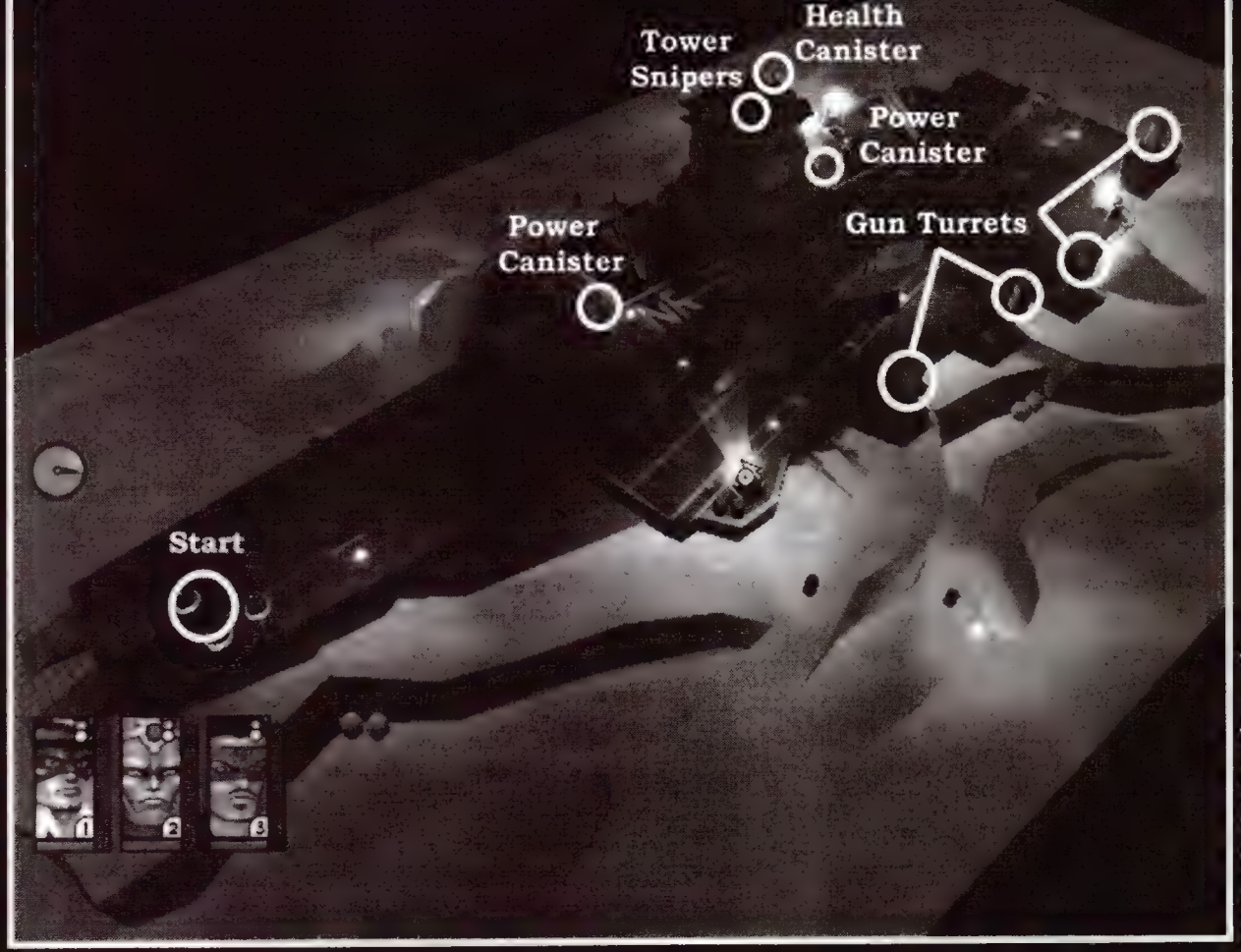
- ICE TROOPERS
- ICE QUEENS
- TURRETS
- FROST WARRIORS

PRIMARY OBJECTIVES: PART I

- DEFEAT ALL THE COLD WARRIORS AND FIND OUT WHERE NUCLEAR WINTER IS GOING

SECONDARY OBJECTIVE: PART I

- DEFEAT ALL OF NUCLEAR WINTER'S MINIONS



4-2. An overhead view of the aircraft carrier where the mission begins.

WALKTHROUGH

Now your super-heroic trio of Minuteman, Mentor, and the capable newcomer El Diablo rush to the aircraft carrier docked in the city's now-frozen harbor. There, Nuclear Winter and his chilly minions attempt to escape with a warhead stolen from the ship's nuclear arsenal.

As the mission begins, you face a squad of five ice troopers in a very deadly opening skirmish.

PART 1: BARRELS OF FUN!

As you move your team forward, both El Diablo and Mentor recognize that nearby oil barrels—"filled to the brim with flammable liquid"—can be most useful against frozen warriors like the ice troopers. (Remember: Ice troopers are particularly vulnerable to heat damage.)

4-3. These barrels scattered around the carrier's deck contain highly explosive jet fuel.

With that knowledge in mind, you could direct Minuteman to toss the explosive oil barrels at onrushing enemies while Mentor enrages them with *Instinct Dominance* and El Diablo slings his *Tongues of Flame*. However, we recommend you save the barrels for the ship's deadly gun turrets.

Why? Minuteman can hurl a barrel quite far, in effect giving him the ranged attack he doesn't normally have. Turrets have limited range (more on this later), so camp outside their targeting radius and toss barrels, destroying or weakening the guns without taking fire.

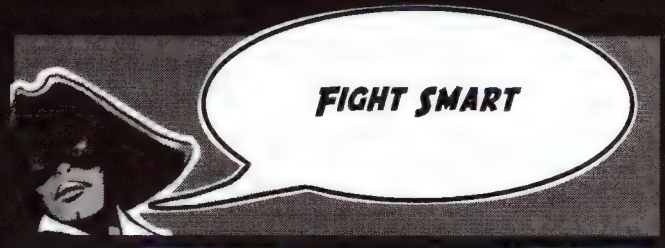
Fuel the Flames

Use every oil barrel you can get your hands on in this mission. Their fiery explosive power and heat damage makes them potent weapons against Nuclear Winter's cold-blooded hordes and the gun emplacements on the deck.

Draw Foes to Better Ground

Don't rush forward after winning the opening skirmish with the ice troopers. Instead, keep your heroes near the ship's bow. Two dangerous ice queens patrol to the right and five more ice troopers patrol the top deck, plus two more up high on the deck tower.

And that's not all! Evil minions have also commandeered the ship's gun turrets, which will unleash a withering fire if your heroes approach.



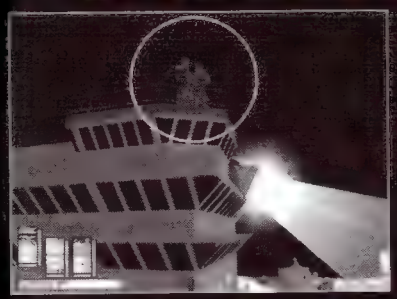
If you relentlessly advance down the deck into battle, you will become overwhelmed by a triangulation of enemy forces—queens, troopers, and turrets. Instead, try to isolate each enemy unit and draw mobile units to you!

4-4. Ice queens serve as Nuclear Winter's second line of defense on the aircraft carrier. Draw them away from the ship's gun turrets before you fight.

Take a piecemeal approach to this brutal battle. First, make El Diablo fly forward to draw attention, then fly him right back. When the troops rush forward, knock them out. Keep away from the turrets!

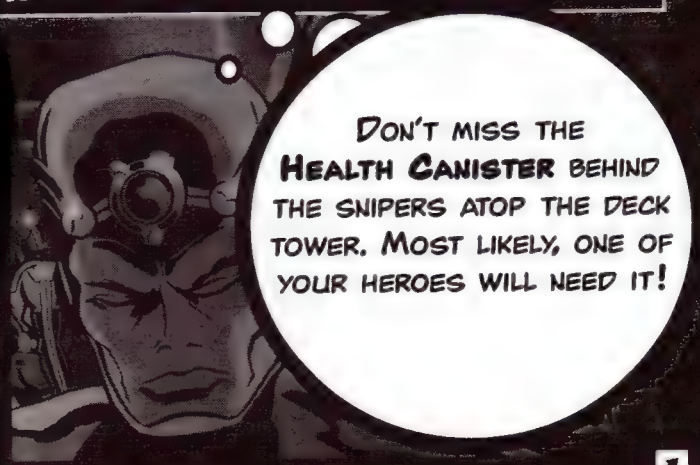
HIT THE HIGH GUNNERS

Watch out for a pair of ice troopers (see 4-4) atop the deck tower to the left and immediately eliminate them. One good oil barrel can finish the job, or you can conserve barrels by sending Minuteman or flying El Diablo up to smash the annoying duo. Direct your most-damaged hero to nab the nearby **Health Canister** at the tower's top.



4-5. Watch out for the two snipers (circled here) posted atop the ship's bridge tower.

HEALTH BOOST

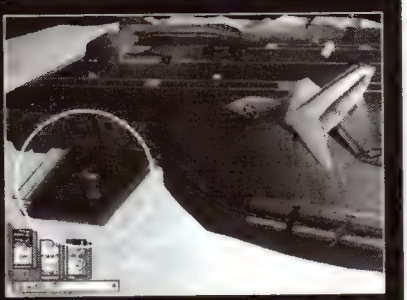


FIND THE SQUEALER

During the battle with the minions, keep as far away from the guns as possible. They won't fire as long as your heroes stay on the far side of the flight deck's centerline. Continue to eliminate foes until Mentor senses that one has knowledge you can use. A red objective arrow leads you to him or her.

4-6. Stay to the left side of the deck, away from the row of turret guns to the right.

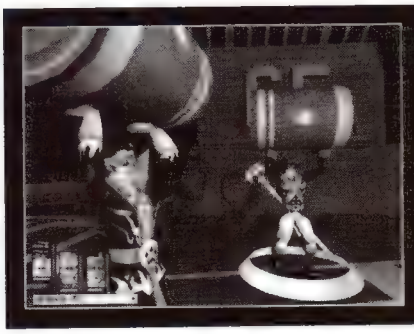
Follow the arrow and subdue the squealer, if you want. However, if you want to gain all the available Prestige Points, don't interrogate yet! To complete the secondary objective, you must defeat all the minions in the area. You can earn extra points for knocking out those annoying turrets, too.



4-7. Don't miss the ice troopers posted at low deck platforms on either side of the aircraft carrier.

CRIPPLE THE GUNS

As mentioned, you can complete the mission without facing the gun turrets at all. But if you destroy them, you earn 60 valuable Prestige Points for your efforts. After eliminating all the ice queens and troopers on the deck, direct Minuteman and El Diablo to toss oil barrels at the ship's four gun turrets. Again, keep your distance! Throw from the far side of the runway, near the deck tower, to avoid taking fire.



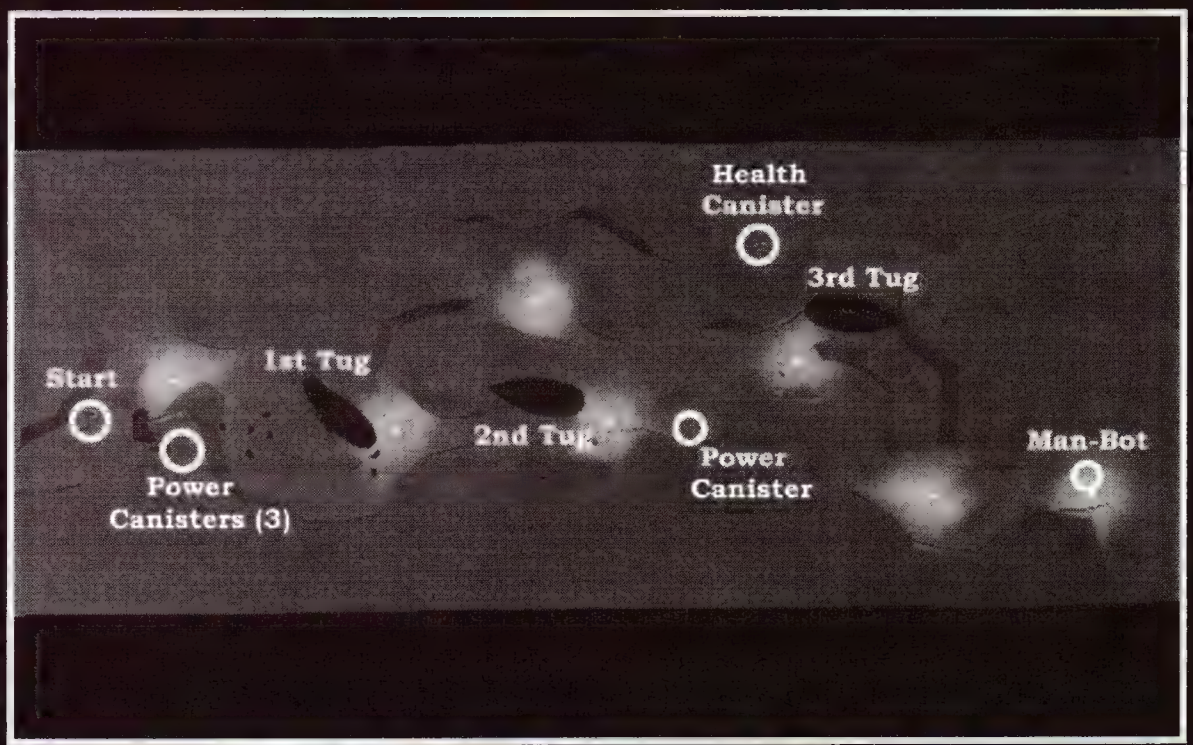
4-8. Use El Diablo and Minuteman to toss barrels at the gun turrets.

Throw every barrel on deck you can find. There are a few within firing range of some turrets. You can send El Diablo flying past the guns to draw fire while Minuteman grabs a barrel. You may not knock out all four guns, but you can substantially weaken them.

If you run out of barrels, make El Diablo sling *Tongues of Flame* at the turrets. Once they're all destroyed, return to the dazed lackey (or find and defeat him/her, if you haven't yet). You learn from the interrogation that Nuclear Winter is at the pier, bomb in hand.

PART 2: CANYON OF DOOM

Tough combat! And it only gets worse. However, if you completed all the objectives and eliminated all the enemies, you should have earned a cool 540 Prestige Points. Teamwork becomes more important moving forward. Let's roll! Ice queens and troopers lurk around the canyon's first bend. In general, watch for troops posted up high along the walls on either side as you proceed along the canyon.



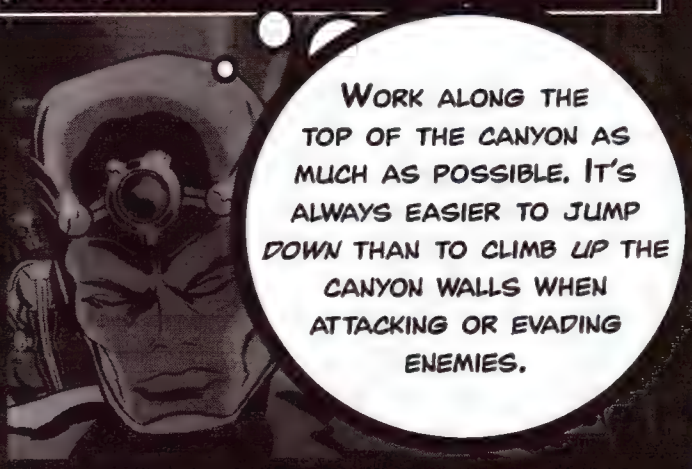
4-9. An overhead view of the frozen canyon.

PRIMARY OBJECTIVE: PART 2

- TRACK NUCLEAR WINTER BY FOLLOWING THE DIRECTIONS OF THE MYSTERIOUS STRANGER

Mentor establishes a mental link with "another Energy X-powered human" nearby, a mysterious stranger who claims, "I have located the one you seek." Ahead lies a twisting canyon formed by the shifting ice of the frozen pier area. Nuclear Winter's wrecked transport truck hangs over the canyon's edge.

STAY HIGH



Work along the top of the canyon as much as possible. It's always easier to jump *down* than to climb *up* the canyon walls when attacking or evading enemies.

FIRST BEND

There are three **Power Canisters** behind the truck. Consume them if needed, then proceed along the map, staying up high for now to stay away from the explosive oil barrels embedded in the ice along the canyon.

4-10. The next part of the mission starts here. Climb up and check behind the truck overhanging the canyon wall to find a **Power Canister**.

Ice queens and troopers lurk around the canyon's first bend. In general, watch for troops posted up high along the walls on either side as you proceed along the canyon.

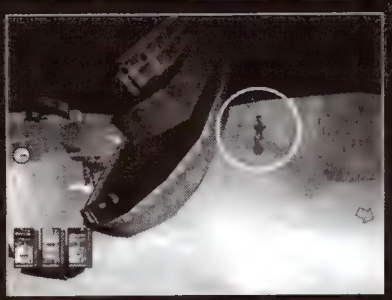
4-11. Watch for guards posted along the upper reaches of the canyon area.

FIRST TUGBOAT

Meet your first frost troopers. Frost troopers wield the same freeze ray and ice bullet guns as ice troopers, but they have 35 hit points of durability. (Ice troopers have just 20 hit points.) Still, they're not as tough as ice queens (55 hit points), so use basic combat tactics.

4-12. Frost troopers are basically ice troopers with 15 more hit points of durability.

Be careful as you round the first tugboat. One sly ice trooper hides behind the boat, waiting to pounce on you from behind if you blindly run past.



4-13. This sneaky ice trooper lies in ambush behind the first tugboat in the canyon.

SECOND TUGBOAT

ANOTHER MIXED SQUAD OF ICE QUEENS AND ICE TROOPERS ATTACKS AS YOU APPROACH THE SECOND TUGBOAT IN THE CANYON. WATCH OUT FOR THE TWO HUGE CRATES OF TNT ON THE TUG'S STERN. TRY NAILING THEM WITH EL DIABLO'S RANGED ATTACK WHEN BAD GUYS ARE NEARBY.

4-14. THIS *HEALTH CANISTER* (CIRCLED) RESTS UP THE SLOPE BETWEEN THE SECOND AND THIRD TUGBOATS.

FIND THE **POWER CANISTER** NOT FAR OFF THE SECOND TUG'S STERN. CONTINUE TOWARD THE THIRD TUGBOAT, BUT VEER LEFT UP THE SLOPE TO FIND A PRECIOUS **HEALTH CANISTER** AND A THREE-MAN SQUAD OF ICE TROOPERS. NAIL THE SOLDIERS AND LET YOUR WEAKEST HERO CONSUME THE ENERGY X HEALTH.

PAST THE THIRD TUGBOAT: MEET MAN-BOT

APPROACH THE THIRD TUGBOAT. EXPECT MORE OF THE USUAL—MORE QUEENS, MORE TROOPERS. CONTINUE TO FIGHT AND PROCEED DOWN THE CANYON, FOLLOWING THE RED OBJECTIVE ARROW. AS YOU APPROACH THE END OF THE CANYON, YOU SEE A MYSTERIOUS METALLIC STRANGER ENCASED IN ICE AND GUARDED BY AN ICE TROOPER AND A FROST WARRIOR.

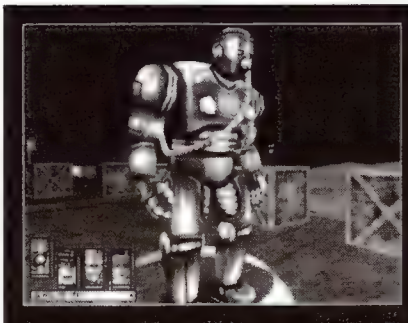
4-15. ONE ICE TROOPER (LEFT) AND ONE FROST WARRIOR (RIGHT) GUARD THE ICE BLOCK HOLDING THE ENERGY X-POWERED STRANGER.

PART 3: STOP THE BOMB

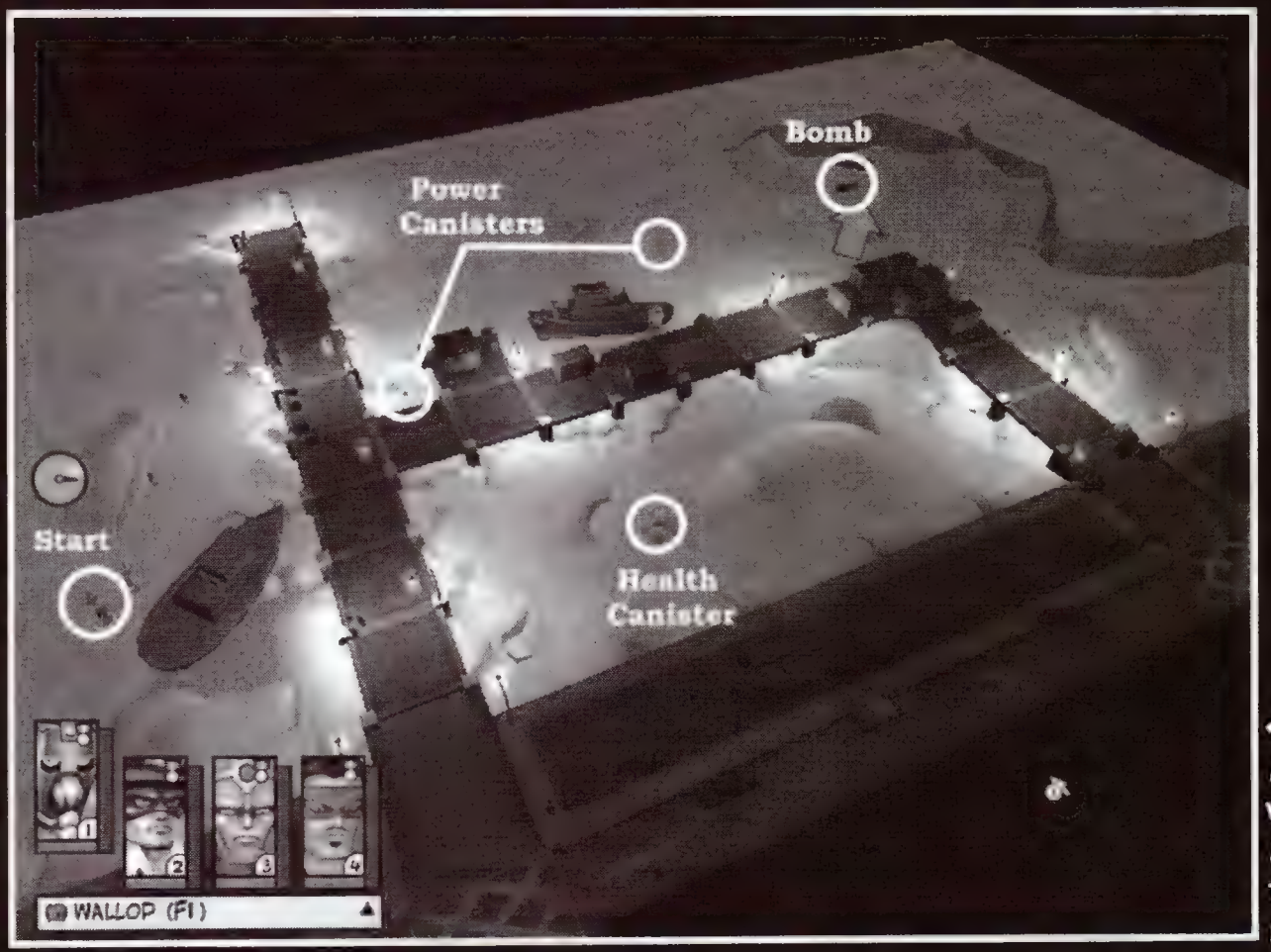
YOU NOW HAVE A FULL TEAM OF FOUR. HOWEVER, NUCLEAR WINTER STILL HOLDS THE ACE IN THE HOLE: A NUCLEAR DEVICE THAT CAN LEVEL THE CITY IF YOU TAKE A WRONG STEP. AS THE DRAMA BEGINS, YOUR NEMESIS LOADS THE BOMB ONTO ANOTHER TRUCK AND SENDS IT SPEEDING ON ITS WAY. IRONICALLY, COMRADE WINTER'S OWN ICY CONDITIONS CAUSE A HAIR-RAISING ACCIDENT—THE TRUCK SKIDS OFF THE PIER, SENDING THE BOMB SLIDING!

PRIMARY OBJECTIVES: PART 3

- DON'T LET MINUTEMAN FALL
- BRING NUCLEAR WINTER TO JUSTICE
- MINUTEMAN MUST DISARM THE BOMB BEFORE IT EXPLODES



4-16. MAN-BOT IS PLODDING AND SLOW, BUT HIS POWERFUL MELEE ATTACK, "WALLOP," IS A WELCOME ADDITION TO YOUR TEAM'S ABILITIES.

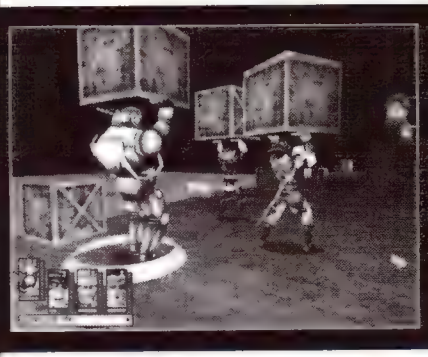


4-17. Here's an overhead view of the mission's third and final segment.

BOXED IN

Two ice troopers immediately attack across the ice. Eliminate them and hop onto the box-laden pier. Two frost warriors open fire, so smash them and turn left. See the frigid fiends at the end of the walkway? You now have three heroes (see 4-17) capable of hefting heavy objects and tossing them at targets.

From a distance, throw boxes down the pier to damage as many frost warriors, ice queens, and ice troopers as possible. Then launch an all-out assault. In general, you want to close the space on gun-wielding foes like the ice troopers and frost warriors, and keep your distance from foes with powerful melee attacks such as the ice queens.

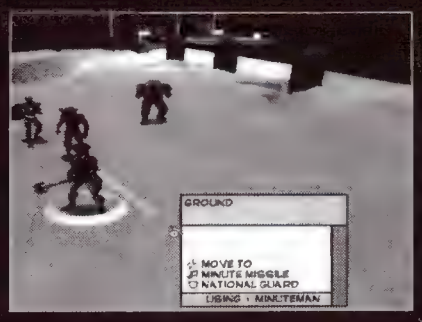


4-18. Boxes weaken those distant foes, making subsequent combat a bit easier.

Try hitting the ice queens from afar using El Diablo's ranged beam attack (*Tongues of Flame*) while hustling Minuteman (protected by *National Guard*) and Man-Bot up to troopers for an overpowered *Smash* attack. As always, keep Mentor safe in reserve unless the situation gets desperate.

RIGHT, RIGHT, RIGHT

COMBAT WITH FOUR HEROES AND MULTIPLE ENEMIES CAN GET PRETTY HAIRY, PRETTY FAST. JUST REMEMBER THE ABSOLUTE SECRET TO SUCCESS: *KEEP RIGHT-CLICKING!* RIGHT-CLICK ON ENEMIES, FRIENDS, THE GROUND, WHATEVER AND WHEREVER, TO FREEZE THE ACTION AND DRAG THE COMMAND MENU TO SET UP YOUR ATTACKS AND OTHER MANEUVERS.



4-19. WHEN IN DOUBT, RIGHT-CLICK THE GROUND. THIS GIVES YOU TIME TO THINK, TARGET, AND SET UP YOUR NEXT MOVE.

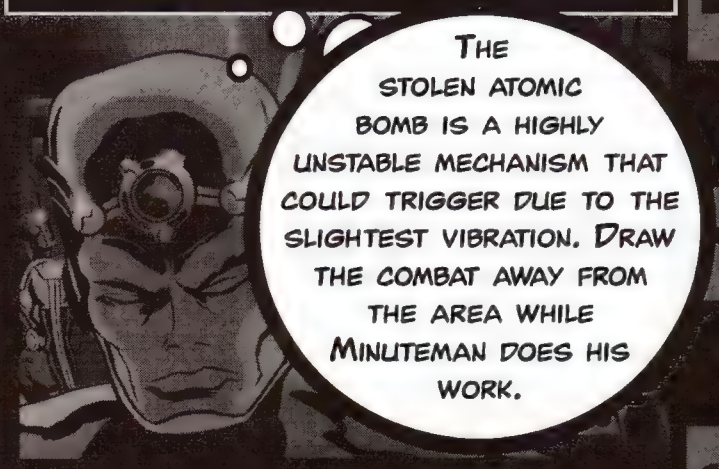
HEALTH IN THE BOULDERS

MINIONS SWARM AS THICK AS FLIES, SO YOU MUST BE GETTING CLOSE TO NUCLEAR WINTER. THREE ICE QUEENS LURK NEAR THE TUGBOAT DOWN THE PIER, PLUS TWO MORE CAMP NEXT TO SOME SNOW BOULDERS TO THE RIGHT, NEAR THE STREET. NOTE: LOOK FOR A **HEALTH CANISTER** HIDDEN IN THE BOULDER PILE.

4-20. DON'T MISS THE *HEALTH CANISTER* HIDDEN IN THIS SNOW BOULDER PILE. TWO JEALOUS ICE QUEENS GUARD IT, SO BE CAREFUL.

MINUTEMAN CANNOT GET KO'ED IN THIS LAST PART OF THE MISSION! KEEP A CLOSE EYE ON HIS HEALTH. IF IT HOVERS NEAR KO CONDITION, EITHER USE *HEROIC REVIVAL* OR GET HIM TO THE **HEALTH CANISTER** IN THE SNOW BOULDER PILE.

DON'T FIGHT NEAR NUCLEAR WARHEADS!



DISARM THE BOMB!

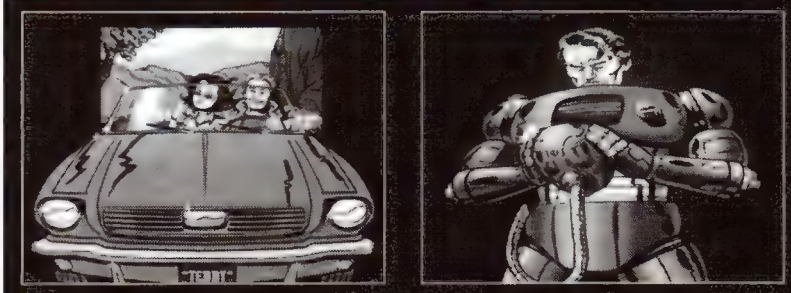
WHEN YOU REACH THE BIG TOMATO-SHIPPING CONTAINERS AT THE END OF THE PIER, VEER LEFT AND HEAD DIRECTLY ACROSS THE ICE TOWARD THE OVERTURNED TRUCK. NUCLEAR WINTER AWAITS YOUR ARRIVAL AND GUESS WHAT? THE BOMB HAS BEEN ACTIVATED!

IMMEDIATELY SELECT MINUTEMAN AND CLICK ON THE BOMB. HE GETS RIGHT TO WORK. IN THE MEANTIME, HAVE THE OTHER HEROES PRESS THE ATTACK AGAINST NUCLEAR WINTER, KEEPING HIM WELL OCCUPIED. IF YOU STARTED THE PROCESS SOON ENOUGH, MINUTEMAN DISARMS THE DEVICE AND THE FREEDOM FORCE TEAM HAULS SUKHOV/NUCLEAR WINTER TO JUSTICE. ISN'T THAT JUST THE AMERICAN WAY?

4-22. SET MINUTEMAN TO WORK ON DISARMING THE NUKE IMMEDIATELY.

FORTUNATELY, MINUTEMAN IS AKA FRANK STILES, FORMER NUCLEAR SCIENTIST AND (AS HE PUTS IT) "MIDWIFE TO THE BOMB." YOU HAVE MERE SECONDS TO DISARM IT BEFORE PATRIOT CITY GOES UP IN A MUSHROOM CLOUD OF IRRADIATED DEVASTATION.

MISSION 5: IN THE NICK OF TIME



5-1. Behold the sad story of Ted Taylor, the Man-Bot. "Eek! Ted! What's happening to you?"

After training any heroes who've stepped up a level (most likely Mentor), you view the tragic tale of Ted Taylor. A man blessed with seemingly everything—good looks, money, affection, fame—Ted lives the good life in Patriot City. Then an unfortunate accident puts him in contact with Energy X. His body is infused with energy that builds to explosive power, again and again.

Ted's brainy brother Tom, a Nobel Prize-winning scientist, creates a prototype containment suit that can keep the energy surges under control until a cure can be found. But Ted's vanity is too great, and he refuses to wear "that tin can"... a horrible mistake. Suddenly, another powerful surge of energy bursts from his body, taking the life of his beloved brother.

Devastated by the loss, Ted dons the suit and vows to find a cure. Until that day, however, the world shall know him only as... *the Man-Bot!*

MISSION HEROES

- Minuteman
- Mentor
- El Diablo
- Man-Bot

ENEMIES

- Thug with Bat
- Thug with Gun (called Hit Man)
- Gangster
- Pinstripe

PRIMARY OBJECTIVES: PART I

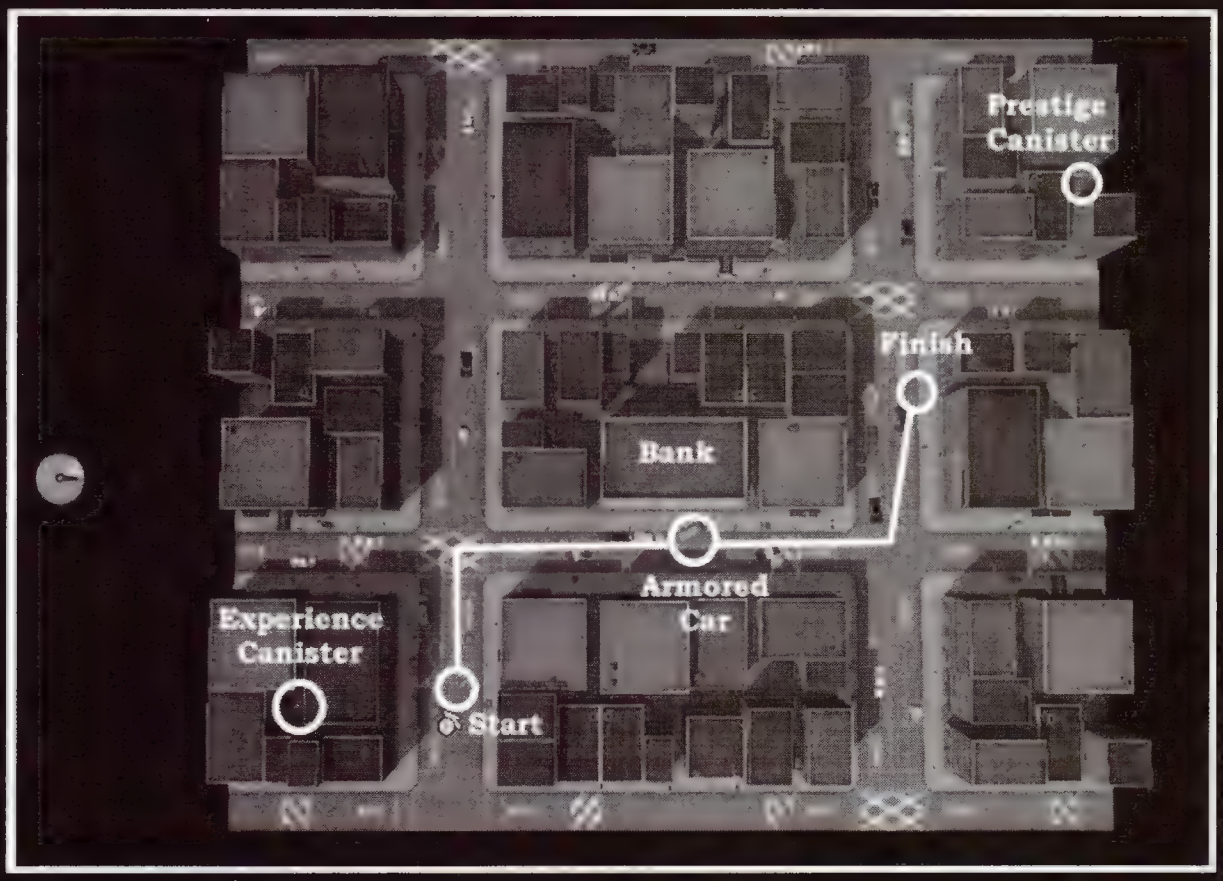
- Get to the bank and talk to police chief
- Bank must not be destroyed
- Protect Nick craft from harm
- Destroy the armored car
- Catch all the bank robbers escaping on foot

SECONDARY OBJECTIVE: PART I

- Don't allow any part of the bank to collapse

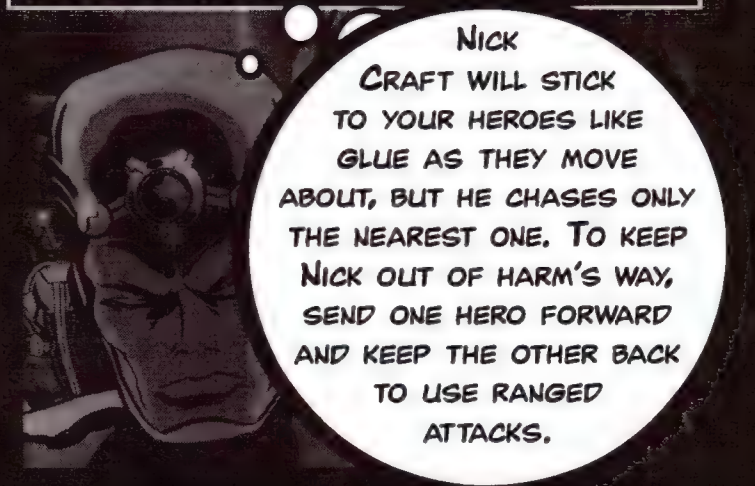
WALKTHROUGH

After sampling some public opinion about Freedom Force, we meet Nick Craft, young founder of the Freedom Force fan club. Suddenly, his heroes—the fabulous foursome of Minuteman, Mentor, Man-Bot, and El Diablo—sprint past Nick on the street. Jeepers! Enter the fray!



5-2. Here's the overhead view of the city area around the bank. Don't miss the *Experience Canister* in the lower left.

TAGALONG TACTIC



5-3. Meet Nick Craft, founder of the Freedom Force fan club... a kid who's a little too daring and curious for his own good. (Note his "Fans of Freedom" badge.)

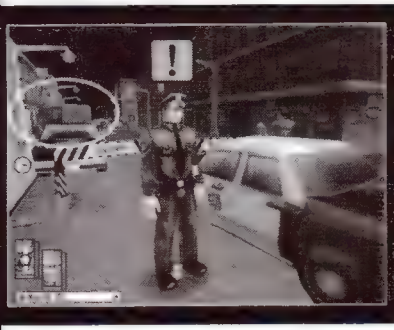
STOP THE BANK BREAKOUT!

You begin with just half the team, Mentor and Man-Bot, plus the tagalong boy, Nick Craft. First, turn left, go down the alley, and have a hero grab the **Experience Canister**. (Use Man-Bot this time, since Mentor's EP has grown some already from previous missions.)

GOOD EXPERIENCE

Don't miss the valuable **Experience Canister** in the very first alley on the left.

Return to the street, turn left, and then hustle around the first corner to the right. Approach the barricade outside the bank and talk to the Police Chief—the cop (see 5-4). You learn that the bank robbers are trapped, but may attempt a breakout and escape using the armored car on the street. This triggers a new primary objective: *Destroy the armored car.*



5-4. Talk to the chief. He fears that the robbers might escape in the armored car (circled here) just down the block.

Two armed thugs make a sudden break, opening fire on the cops just outside the bank. Use Mentor's *Instinct Dominance* on both criminals, turning them against each other, and then direct Man-Bot to *Wallop* the armored car.

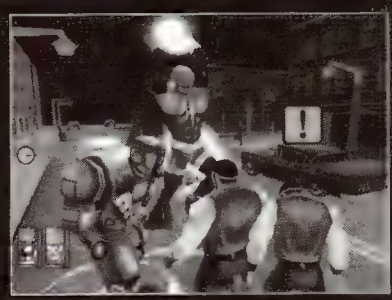
5-5. While Mentor and the cops keep the robbers busy, Man-Bot can clobber the armored car.

After the metallic man pounds the car to pieces, you see a cinematic of two other robbers escaping through a shattered bank wall and down a back alley. Another new primary objective then appears: *Catch all the bank robbers escaping on foot.*

CATCH THE FLEEING LOWLIFE

Immediately move Mentor and Man-Bot down the street past the police barricades and take the first left. The escaped robbers gather near a black car just down the block. Two more thugs lurk down an alley behind them and may come out to join the fray.

5-6. Catch the two escaped robbers by the black car. Two bat-wielding alley thugs may jump into the fight, too.



Subdue the bad guys one by one; the last bank robber offers to squeal. If you want to be thorough, don't talk to him yet. Instead, wander the city and look for more miscreants hiding down alleys. (Remember, each KO'd thug adds Prestige Points to your score.) You didn't miss that **Experience Canister** in the alley near your starting position, did you?

Now interrogate the submissive thug. He reveals his plan to rendezvous with the other unlawful cronies atop the Starlight Cinema. Using Mentor's telepathic team connection, Man-Bot asks El Diablo to make the arrest at the movie house. This ends the first part of the mission.

PART 2: ROOFTOP WISEGUYS

Now control switches to a single team member, El Diablo. Unfortunately; the too-eager Nick Craft has made his way to the location and wants to get in on the action. El Diablo warns the young boy to keep out of trouble, and heads off down the street.

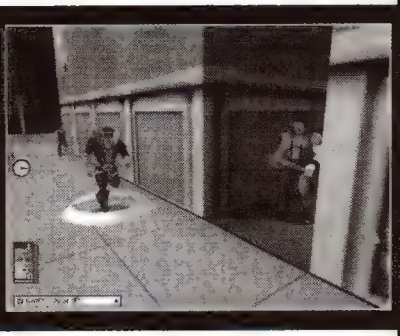
5-7. El Diablo's destination is the Starlight Cinema just down the street.

PRIMARY OBJECTIVES: PART 2

- ARREST THE ROBBERS AT THE STARLIGHT CINEMA
- PROTECT NICK CRAFT FROM HARM

ALLEY RATS

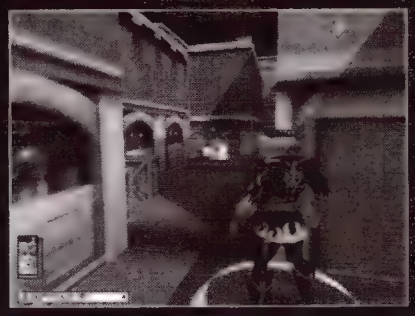
Get ready for a tough fight! The Starlight Cinema is just one block from El Diablo's starting position, but instead take the back-alley route to the movie-house roof.



5-8. Watch out for the bat-wielding thug in the first alley. After the fight, follow that alley.

A thug with a bat lurks in the first alley (see 5-8) on El Diablo's left as he moves down the street. Give the bad guy a *Swift Punch* or two, and then get ready as a second meathead attacks down the street. Incapacitate him, too—keep him away from Nick—and then continue down the alley.

5-9. One primary objective: Protect Nick Craft from harm. Too bad he keeps tagging along!



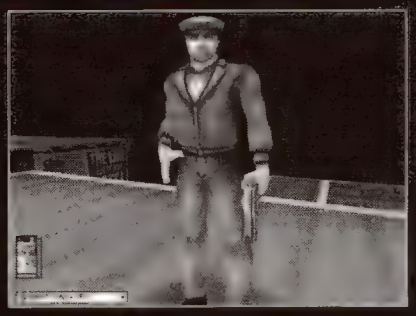
5-10. Snatch the *Experience Canister*, but beware the gunmen on the roofs above.

Turn the corner to the right. See that glowing green container? That's a valuable **Experience Canister**, which bestows a rare experience bonus. Go grab it right away. But get ready to fly: several "hit men" (thugs with guns) roam the rooftops above the alley.

ROOFTOP TAPDANCE

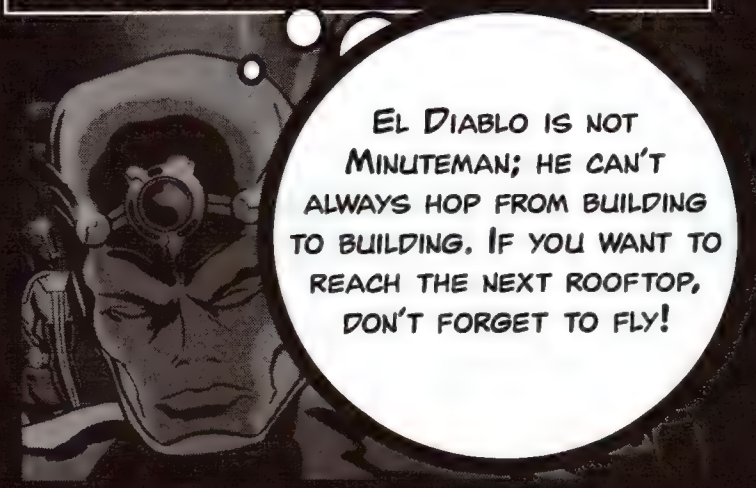
Zoom the camera as high as possible to see the roof of the Jersey Fried Chicken shop, just next door to the movie house. Note the **Health Canister** there; you probably don't need it yet, but you will soon. Note also the beady-eyed hit men (see 5-11) waiting for some rooftop action.

5-11. Armed hit men prowl the rooftops, resenting your incursion into their turf.



Fly El Diablo up to attack the crooks. The moment you land, all heck breaks lose. Across the alley on the Starlight Cinema roof, a steely gangster and two more hit men open fire on your hero. This is a brutal fight, and all you can do is fly from rooftop to rooftop, focusing on one bad guy at a time.

FLY, DON'T HOP



First, focus on the well-dressed gangster (see 5-12), because he inflicts the most damage. After a few good hits, he'll wait to squeal while you take the fight to his henchmen.

5-12. The gangster's tommy-gun attack causes big damage, so knock him out first.

Damage is inevitable, and at some point you'll need to fly across to consume the **Health Canister**. Chances are good you'll use that up, too. Don't hesitate to heal yourself with *Heroic Remedy* if your health bar gets extremely low.

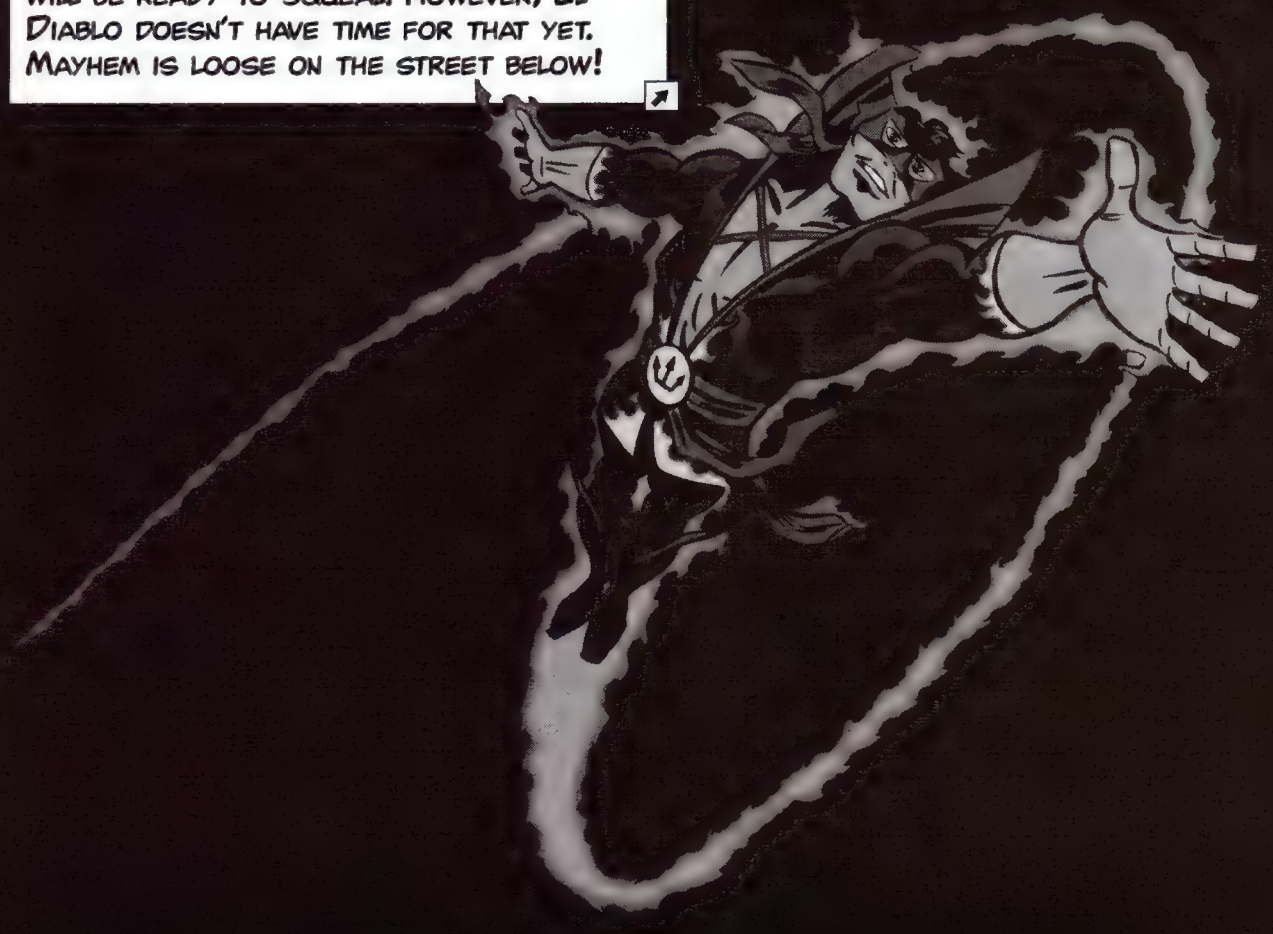
Mix up your *Swift Punch* melee attack with your ranged *Tongues of Flame* (supercharged when possible) and hammer away until you eliminate the remaining rooftop felons. After that, the gangster will be ready to squeal. However, El Diablo doesn't have time for that yet. Mayhem is loose on the street below!

PROTECT NICK

Fly down and mop up any cretins harassing Nick Craft in the alley below. The bad guys have guns, so keep them from facing Nick's direction. If you manage to KO the creeps without harming Nick, fly back up to the roof to shake down the gangster.

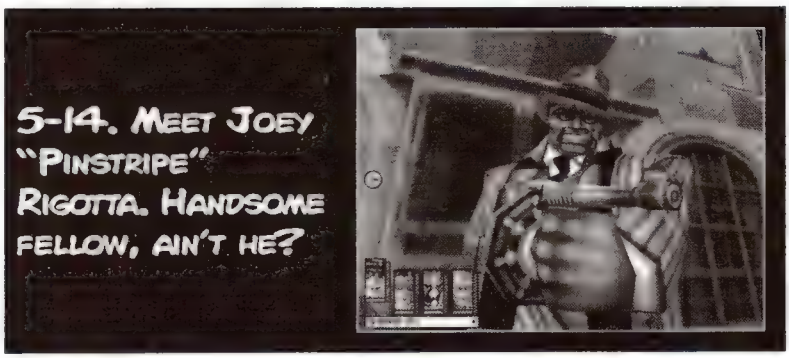
5-13. Draw gunfire away from Nick's location. The pesky kid keeps running into danger, so keep an eye on his antics.

Listen up as he tells you that he works for a wiseguy named Pinstripe, who hangs out at a joint called Napoli's. Your partner, Minuteman, gets the word (via Mentor's telepathy connection) and off he goes.



PART 3: PINSTRIPE

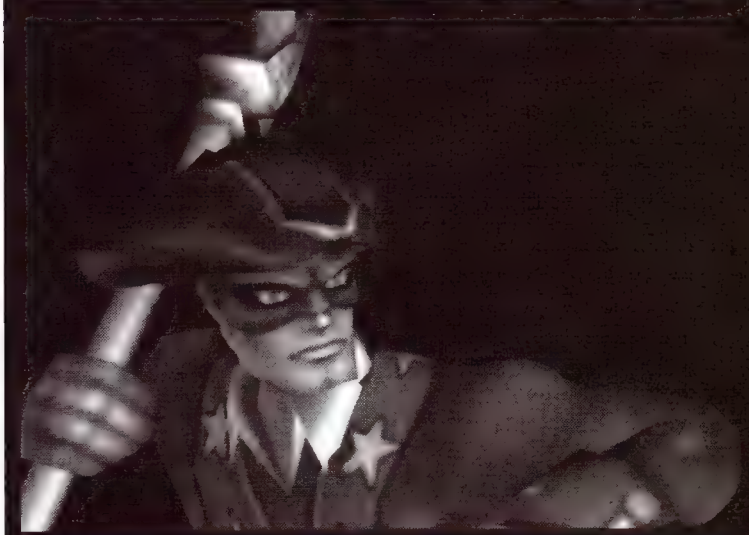
Sure enough, Joey "Pinstripe" Rigotta loiters in front of his favorite *ristorante italiano*, Napoli. Minuteman confronts the super-powered crime boss, who is obviously imbued with Energy X. He's also as despicable as they come. A quick tommy-gun burst puts poor Nick Craft on the verge of death. What kind of lowly crumb would hurt a kid on purpose?



5-14. Meet Joey "Pinstripe" Rigotta. Handsome fellow, ain't he?

PRIMARY OBJECTIVES: PART 3

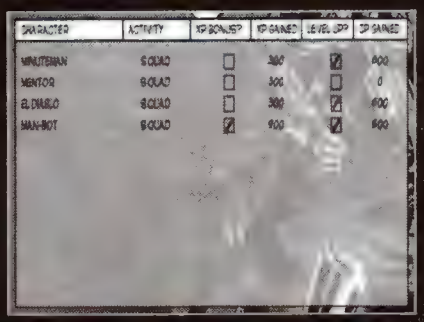
- Defeat Pinstripe before Nick Craft dies
- Get back and check on Nick!



Waste no time! Immediately target Pinstripe with all four heroes. Direct Minuteman to slam the kingpin with an overpowered *Smash* attack. Don't worry about the two thugs in the nearby alleys shooting at you. Just take your licks and constantly hit Pinstripe until he gives up the fight and goes on the lam.

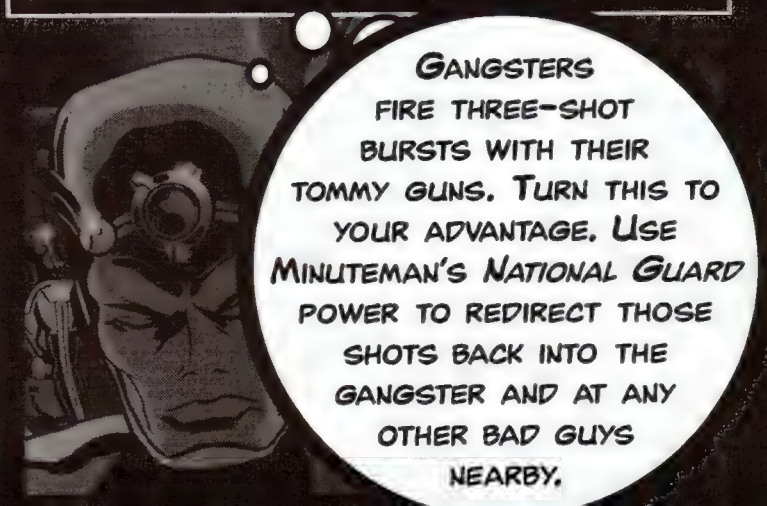
When Pinstripe runs, let him go! Then click on Nick; Minuteman realizes that the wounded boy needs an immediate blood transfusion.

5-15. Several team members should be ready for more training after this mission.



Thus ends the mission. Chances are good that El Diablo and Minuteman have gained a level and are ready for more training. Also, whoever picked up the Experience Canister at the start of the mission will be due for an upgrade, too.

CALL OUT THE GUARD



MISSION 6: PREHISTORIC PANIC

6-1. WITNESS THE AWESOME ORIGINS OF THESE TWO BRINY BATTLERS.

WHILE NICK CRAFT HANGS ON THE BRINK OF THE ABYSS IN THE HEALING CHAMBER BACK AT THE FREEDOM FORTRESS, YOU SEE TWO MORE ENERGY X MUTANTS MAKE A UNITED STAND AGAINST EVIL. MAN O' WAR AND SEA URCHIN, TWO HUMANS WITH STRANGE, SEA-LIKE POWERS, CORNER YET ANOTHER THIEVING SOCIOPATH WHO POLLUTES THE CIVIC WATERS OF PATRIOT CITY.

AFTER COPS MAKE THE ARREST, SEA URCHIN, A YOUNG GIRL, PRODS THE SURLY MAN O' WAR TO JOIN FREEDOM FORCE. AFTER HE RELUCTANTLY AGREES, YOU ARE PROMPTED TO RECRUIT ONE OF THE NEWCOMERS. (YOU CAN'T AFFORD BOTH YET.) GIVEN THE UPCOMING MISSIONS, EITHER ONE WILL DO. MAN O' WAR IS MUCH STRONGER, BUT SEA URCHIN HAS MORE SPEED AND AGILITY. FOR PURPOSES OF THIS WALKTHROUGH, WE SELECTED MAN O' WAR.

MISSION HEROES AVAILABLE

- ALCHEMISS
- MENTOR
- EL DIABLO
- MAN-BOT
- MAN O' WAR
- SEA URCHIN

ENEMIES

- RAPTOR
- WILD RAPTOR
- TOUGH RAPTOR
- T-REX

PRIMARY OBJECTIVES

- PROTECT ALCHEMISS UNTIL SHE CAN CLOSE THE PORTAL
- FIND THE PORTAL
- DEFEAT THE RAPTORS SO THE PORTAL CAN BE CLOSED
- DEFEAT THE T-REX

SECONDARY OBJECTIVE

- RETURN THE LOOT TO THE PROPER AUTHORITIES

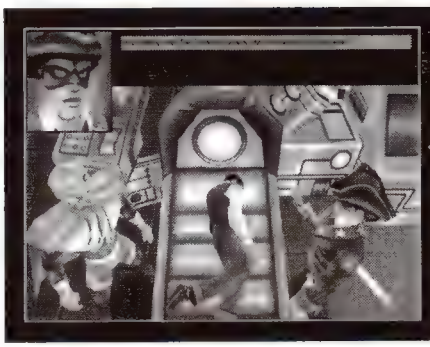
When you select either newcomer from the Team screen and click on Training, you can view the secret origin story of the oceanic duo. Crusty fisherman Hank Waters was about to lose his beloved boat *Man O' War* to bank repossession, but decided to take one last fishing expedition.

Out on the stormy sea, Hank discovers a stowaway girl. The storm increases its fury, and all seems lost. Suddenly, a mysterious beam of energy from the sky flows through Hank and the girl, and they are imbued with the powers of the sea.

Hank may have lost his old boat, but he takes its name and finds a new friend in the girl Sea Urchin... and a new calling.

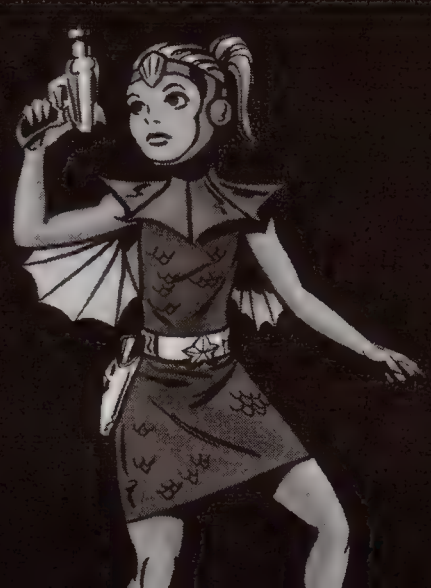
WALKTHROUGH

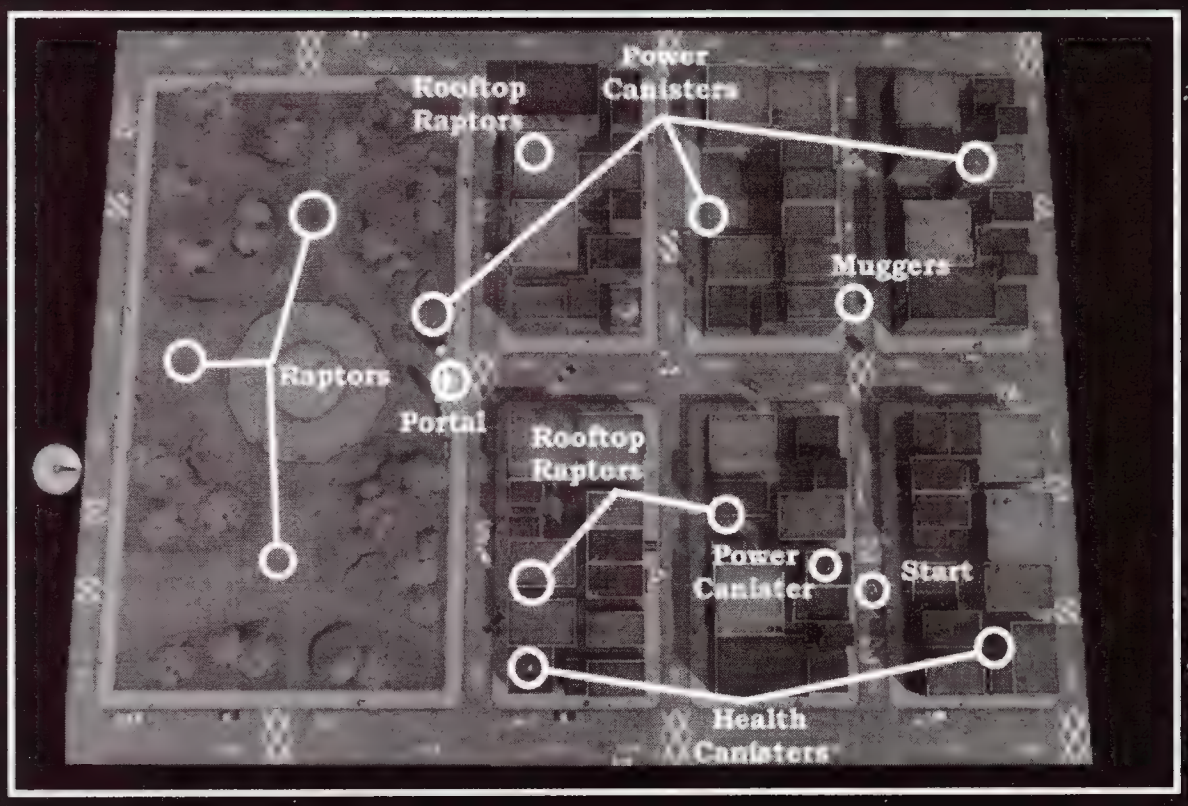
Nick has received a transfusion from Minuteman, which means the boy now has Energy X running through his bloodstream. What that portends, not even Mentor can say yet. When a sudden disturbance at Ben Franklin Park calls for Freedom Force intervention, El Diablo tells Minuteman to stay with Nick while the other team members check it out.



6-2. The heroes watch over Nick Craft, who now has Minuteman's Energy X-infused blood in his veins.

You start with El Diablo and must choose two other team members for this mission. We suggest you select Man O'War and Man-Bot. Their strength and power will serve well to meet the mission objectives.





6-3. Here's an overhead view of the area near Ben Franklin Park.

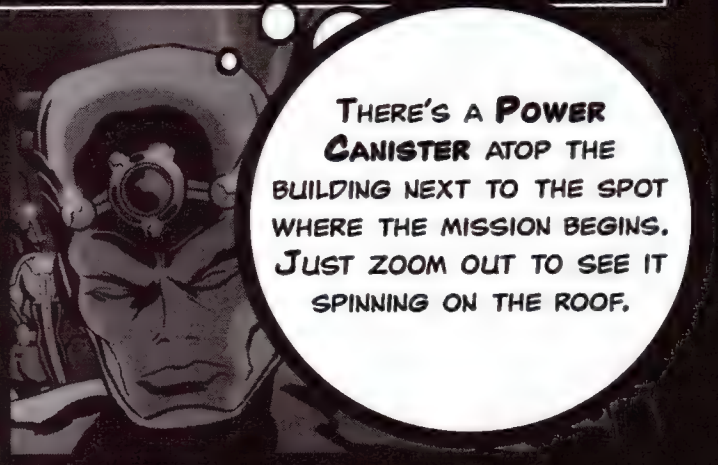
MEET ALCHEMISS

The action opens with El Diablo and crew coming face-to-face with two dinosaurs of the raptor variety. Even more stunning is the sudden appearance of a gorgeous super-heroine, who blasts one raptor to smoke while El Diablo toasts the other one.

6-4. Looks like a match made in heaven. El Diablo, say hello to Alchemiss, "blessed by the goddess with arcane powers."

The woman, who calls herself Alchemiss, warns that the raptors are spilling in through a "portal" that must be closed. To find it, head directly down the street to the intersection.

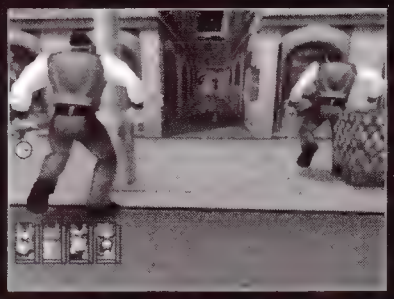
POWER CANISTER



MUG PATROL

The portal is down the street to the left (see 6-6), but let's complete a couple of little side quests first. Take the first right and approach the cop. Turn right again and fly El Diablo to the rooftop of the building directly across from the cop.

Take the handbag from the thugs one building down to trigger the secondary objective. Return the handbag to the cop you just passed to complete the objective. Go straight through the intersection to see a pair of thugs shaking down a citizen. When they see Freedom Force, they try to escape down an alley but suddenly come right back out. Why? A hungry raptor dinosaur chases them out!



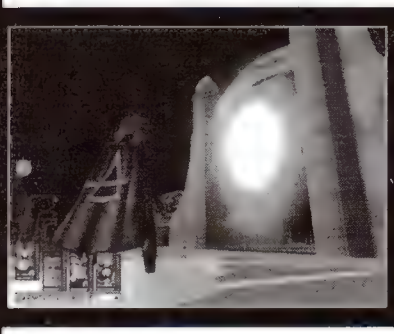
6-5. There's a new king of the alley. These two thugs graciously yield their hangout to the raptor.

Attack the dinosaur using primarily ranged attacks. Raptors are quick, so melee attacks often leave your selected hero chasing a swiftly retreating beast. Concentrate fire from all four heroes at once.

After you KO the dinosaur, repeat the process on the two thugs for a few extra Prestige Points.

FIND THE PORTAL

Return to the intersection and turn right, facing the park. Looks like the city is in chaos. See the park entrance directly ahead? A strange, reddish light swirls in the gateway. That would be a portal.



6-6. The portal glows in the park gateway, spitting out dinosaurs like watermelon seeds.

Send all four heroes toward the park gate. On the way, a squad of vicious raptors terrorizes the street. Start zapping them with ranged attacks. If one wanders close to Man-Bot or Man O' War, take a good swing. Watch out for the green raptor standing on the giant burger atop the Burger Shop on the corner.

6-7. See the raptor trying to look inconspicuous atop the Burger Shop? Don't miss the *Experience Canister* under the burger on the roof.

COLOR COUNTS

In the raptor world, color means something. Green signifies the basic Raptor, 20 HP (hit points) tough. Yellow is the Wild Raptor, also with 20 HP but prone to bouts of rage. Most fearsome is the blue Tough Raptor, quick, hungry, and much harder to knock out at 35 HP.

After you nail the third raptor of the group, send either Alchemiss or Man O' War to nab the **Experience Canister** under the burger on the roof. Only El Diablo can reach it. Then direct everyone to the park gate.

Park Sanitation

City dwellers call it "Ben Franklin Park" because of the Old Ben statue there, but the official name is Puritan Park. Select Alchemiss, move the cursor over the glowing portal, and click.

Darn! Alchemiss says, "I can't close this! Too much matter has come through already. We need to clear out our lizard friends first."

In other words, you must defeat any raptors in the area before Alchemiss can close the portal. Unfortunately, raptors are all over the area. It's best to work systematically, following the red objective arrows. Start in the park itself.

6-8. What would Ben say about this?

Park Goodies

Find the yellow **Prestige Canister** tucked in the trees near the Ben Franklin statue. You can also find two **Power Canisters**—one near the couple standing on the picnic table, another just to the right of the park gate.

Enter the park and veer right. A green raptor harasses a couple near the Ben Franklin statue. Pummel the beast! Now work your way around the park, following the arrows. You should find raptors near the back street, harassing a couple on a picnic table, and two more at the park gate when you return there.

6-9. Raptors rampage in the park, looking for a nice picnic lunch. Looks like they found it!

Clear the City

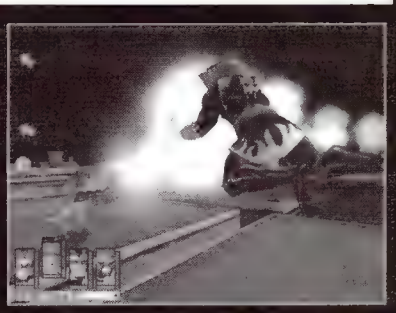
Now move into the city streets and look for raptors on the rooftops. Several lurk atop buildings across the street from the park, on either side of the gate. Just follow the red arrows if you get disoriented.

6-10. Most of the big lizards lounge on the city rooftops. Systematically work your way through the area, street by street, to find them all.

Great Leaping Lizards!

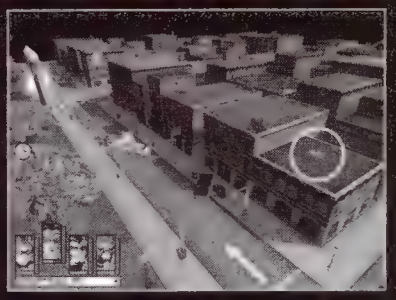
Raptors can jump onto rooftops and snap flying characters out of the air, so don't leave any heroes all alone. Use hit-and-run tactics to keep the raptors moving around. Don't use melee attacks against raptors unless you're confident of downing them with the first hit.

6-11. While flying, El Diablo can toss *Tongues of Flame* down at helpless raptors that cannot retaliate.



Most of the loose lizards are near the park, but several gather a few blocks away. Hunt them down until Alchemiss says, "That should do it!," and then return to the portal. Keep the group together! Other raptors may appear, particularly near the park gate. Remember that you must protect Alchemiss, or the mission is lost.

6-12. Don't miss this nourishing *Health Canister* (circled here) on the roof of the farthest right building across the street from the park.



Select Alchemiss and click on the portal again. This time it works; the portal closes. Unfortunately, one last dinosaur manages to slip through before the connection is sealed: a massive, bone-crunching Tyranosaurus Rex.

Tyrannosaurus Wrecks

The T-Rex likes to destroy buildings as much as he likes to attack people. When your Energy bar drops low, back off and let the T-Rex chew on a little scenery. Then attack when your energy is back at full.

6-13. The T-Rex is frightening and extremely powerful. Fortunately, it seems more interested in chewing up city structures than chomping people.

Concentrate the attack of the entire team on the red beast. This is the mission's final challenge, so go all out, throwing everything at it. A T-Rex is extraordinarily strong and hardy (144 hit points) but quite clumsy and it won't run like the raptors. Keep pounding! The big fellow is difficult to miss, but goes down eventually.

Afterward, Minuteman praises Alchemiss and invites her to join the Freedom Force. She accepts, but not before calling El Diablo an "overgrown Bunsen burner."

Oh, those crazy superheroes!

MISSION 7: HERE TODAY, GONE FOREVER

Beautiful and spoiled, Catherine Larchmont-Price wandered through life disdainful of the beliefs of others. That perspective changed when in a burst of Energy X infusion, a wise goddess of the East came to her dreams one night, blessing Catherine with mystical powers and transforming her into the amazing Alchemiss.

The next mission briefing reveals that Nick Craft has made a seemingly miraculous recovery—"fighting fit and ready for action, sir!" Alchemiss, too, seems fully recovered from her odd fainting spell. Suddenly, however, Mentor reports that a chain of earthquakes are hitting the business district. Get your team together!

7-1. Energy X infuses Southern debutante Catherine Larchmont-Price with the mystical powers of an Eastern goddess.

AVAILABLE MISSION HEROES

- ALCHEMISS
- MINUTEMAN
- EL DIABLO
- MAN-BOT
- MAN O' WAR
- SEA URCHIN

ENEMIES

- WORKER ANT
- SOLDIER ANT

PRIMARY OBJECTIVES

- INVESTIGATE THE SOURCE OF THE EARTHQUAKES
- CLOSE THE ANT HOLES TO DEFEAT THE ANTS!

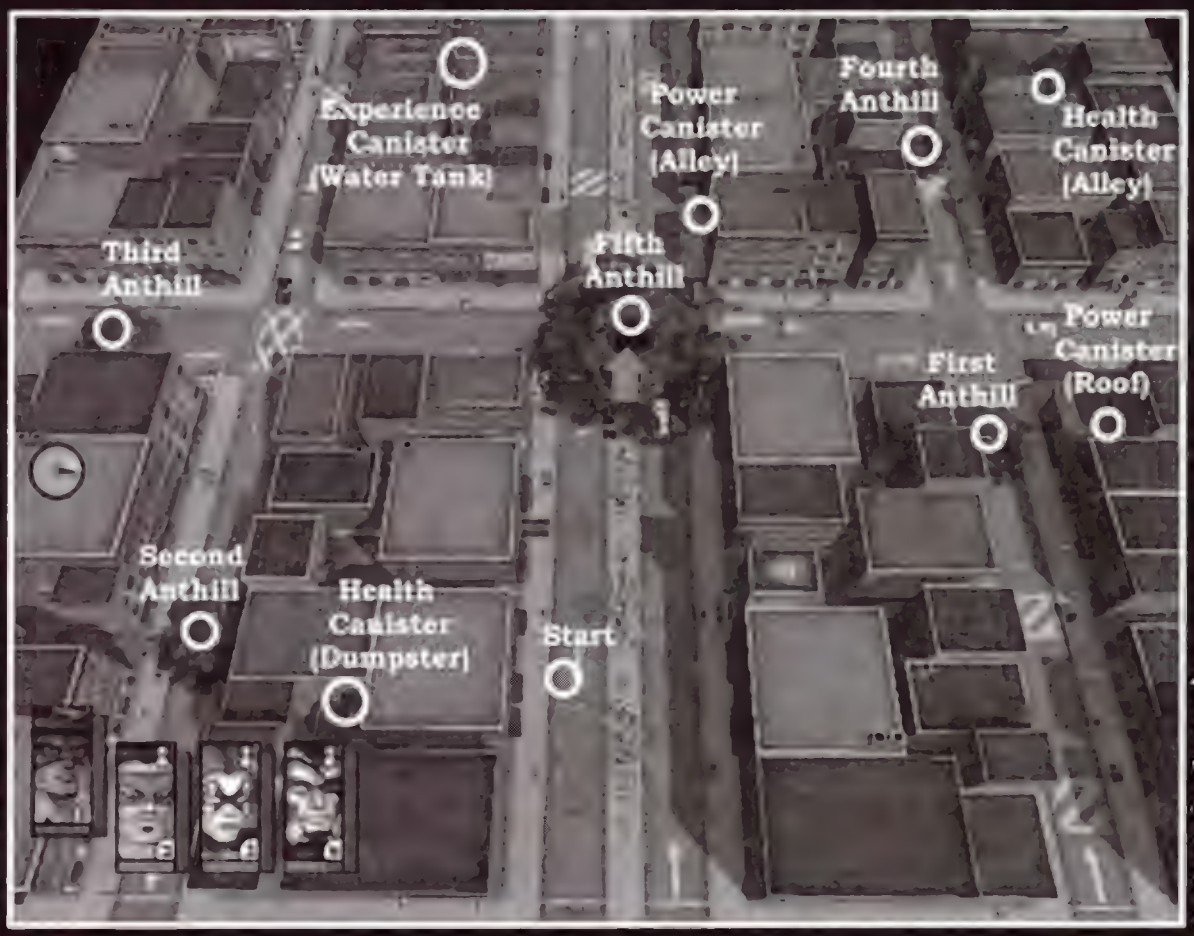
SECONDARY OBJECTIVE

- PREVENT THE ANTS FROM STEALING MORE THAN $50,000 WORTH OF PROPERTY

WALKTHROUGH

You start with Minuteman and El Diablo, and must choose two other team members. In this mission, you face deadly soldier ants that spit acid, so avoid roster members who are vulnerable to acid attacks. In this case, you have two—Man O' War and Alchemiss—who are vulnerable to acid.

Select Man-Bot for the team. If you have Sea Urchin on your roster, choose her for the other slot. If not, take your pick between Man O' War and Alchemiss. This gives you a chance to get more familiar with their abilities, despite their acid weakness.



7-2. Here's an overhead view of the business district where the ants strike.

As you arrive on the scene, the city is being dismantled by a swarm of enormous ants. Cars, buses, mailboxes, phone booths, storefronts—all disappearing! As Mentor says, "We must discover where they are taking the stolen items!"

7-3. Here's what you face—acid-spitting soldier ants (brown) and durable, hard-to-kill worker ants (black).

PRESTIGE POINTS OR EFFICIENCY?

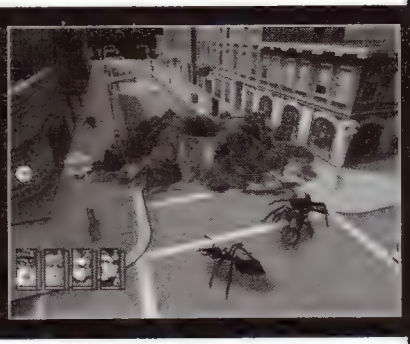
Each anthill spawns ants until you destroy it. So you can acquire lots of Prestige Points by knocking out numerous ants. However, this can be a risky tactic. The ants are deadly, and it's quite possible to lose your heroes to their acid attacks. Plus, you must destroy the anthills before the ants cause too much damage to the city. (Note the secondary objective mentioned earlier.)

This walkthrough guides you quickly from anthill to anthill, but note that you can delay the destruction of each hill and focus on fighting the ants for extra Prestige Points if you want. Just remember that while you attack one ant, others are looting the neighborhood.

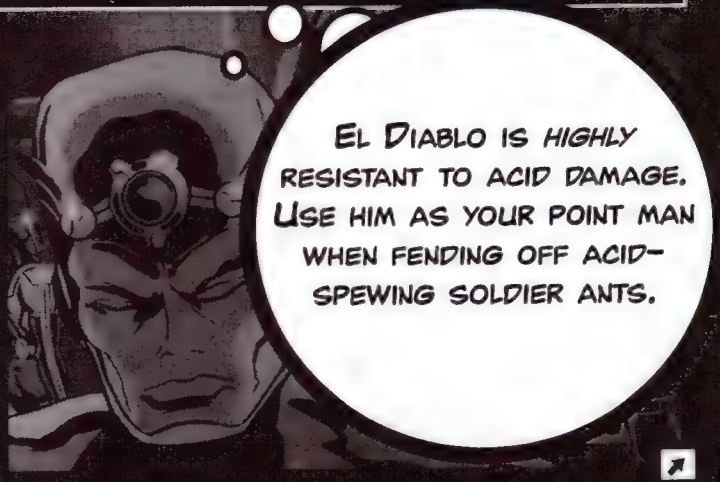
FOLLOW THOSE ANTS!

Hurry straight down the street and turn right at the intersection, following the ants. They lead you to a massive anthill rising from the middle of a street. Mentor orders you to destroy it. Each hill has only about 60 HP, so a group attack can seal up the entrance very fast.

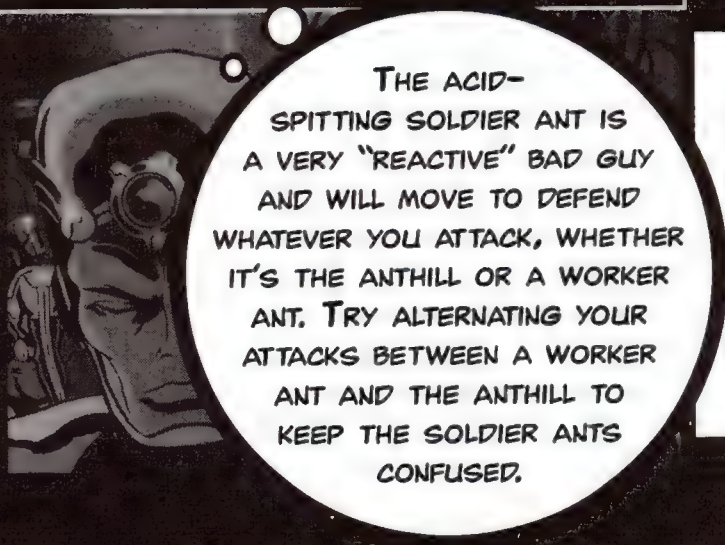
7-4. Gigantic anthills are sprouting up in city streets. Destroy them!



FIERY LEADER

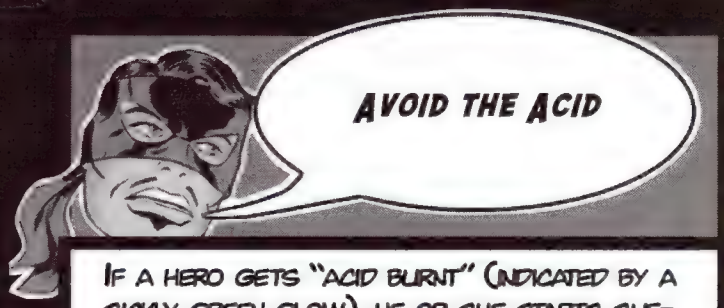


MIX YOUR TARGETS



Of course, ants don't particularly *like* it when you destroy their homes. In fact, the brown soldier ants get downright hostile about it, and start spitting streams of green acid at your team. Acid-burnt heroes must often expend their one-time *Heroic Recovery* store to halt the progressive damage.

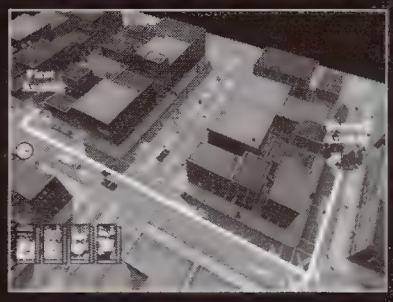
So if soldier ants attack, maneuver any acid-targeted heroes to dodge the green stream, then have one or two team members destroy the ant.



If a hero gets "acid burnt" (indicated by a sickly green glow), he or she starts suffering progressive damage. Over time, the amount of damage taken is reduced until the state completely wears off. But be careful—the total amount of damage taken can be quite high unless the state is cured. Only *Heroic Recovery* can cure acid burn.

SECOND ANTHILL

Send your full team back down the street in the direction they just came, and then take the second left (see 7-6). Immediately attack the anthill with all four heroes. Watch out for acid attacks from the brown soldier ants.



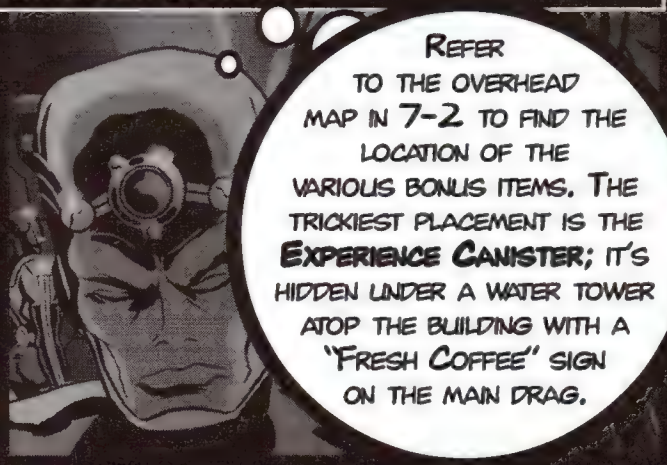
7-6. Here's the path from the first anthill to the second anthill.

Keep a close eye on each team member's red health bar. If anyone's health drops below 50 percent, pull them back a bit. Use them to launch ranged attacks at particularly aggressive ants.

7-5. Ants are pillaging the city. If they carry away too many taxis and such, you fail your secondary objective.

Focus your primary attacks on the anthill itself. When the anthill collapses, all of the ants in the immediate area disappear. After the first hill is sealed, Mentor reports another disturbance nearby.

CANISTER LOCATIONS

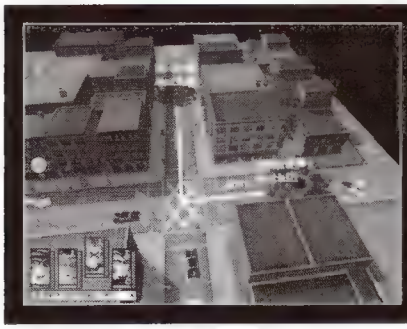


Refer to the overhead map in 7-2 to find the location of the various bonus items. The trickiest placement is the **Experience Canister**; it's hidden under a water tower atop the building with a "Fresh Coffee" sign on the main drag.

TWO MORE HILLS

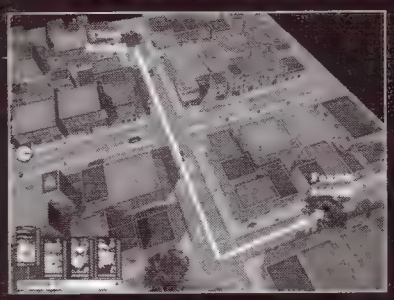
After destroying the second anthill, Mentor announces that two more hills have appeared on opposite ends of the city. Remember, the city has a damage limit in this mission, so hurry! Minuteman suggests splitting up. This is a viable approach (two heroes to one anthill, two to the other) and it will provide good practice at managing more than one battle at a time.

However, you might have better luck by sticking together. Four simultaneous attacks will level an anthill quickly. One of the new hills is just around the corner (see 7-7); go attack it relentlessly.



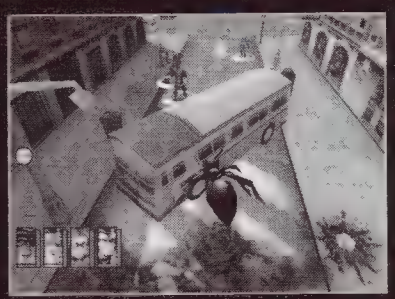
7-7. Here's the path from the second anthill to the third anthill.

The other new hill is several blocks away (see 7-8). One particularly hostile soldier ant stands guard in front of it. Hit it quickly with ranged attacks, using El Diablo's *Tongues of Flame* as an example. Then have everyone attack the anthill. It will crumble quickly.



7-8. Here's the path from the third anthill to the fourth anthill.

Keep your heroes on the sidewalk as you approach and attack the fourth anthill. A city bus soon roars down the street and skids out of control into the mound. Any hero hit by a bus faces an almost certain KO.



7-9. Watch out for the bus crashing into the fourth anthill!

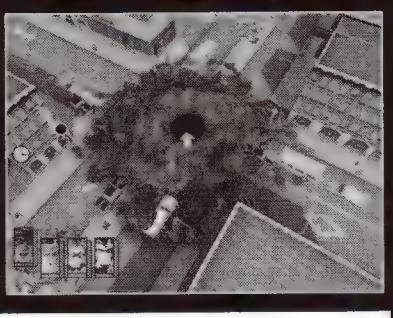
But guess what? Yes, another hill, larger than the others, has risen right in the center of the city's main intersection.

FINAL ANTHILL

This final anthill is big, strong (100 HP), and well guarded, as you might expect. Many stalled cars and buses are in danger of being dragged down into the subterranean chambers, so quickly attack it. More acid-spitting soldier ants swarm over the hill, but if you're organized (and keep right-clicking to freeze the action), you can knock out ants for awhile and build up Prestige Points.

TARGET PILFERING ANTS

7-10. The last anthill is smack dab in the middle of the city's main intersection.

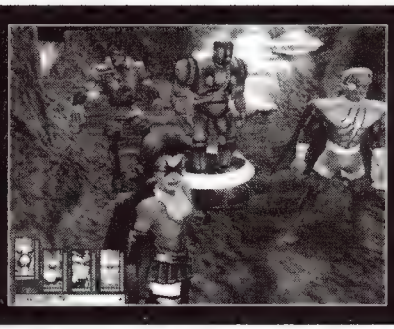


If your team loses more than one member and health drops dangerously low, turn your attention to the big anthill. After destroying the structure, the ants disappear and the mission ends. So go for broke, ignoring their attacks and focusing attention on the hill itself. When the hill collapses, Mentor hurriedly calls you back to base.

Rings of Rexor! Freedom Fortress is under attack!

Mission 8: City of Darkness

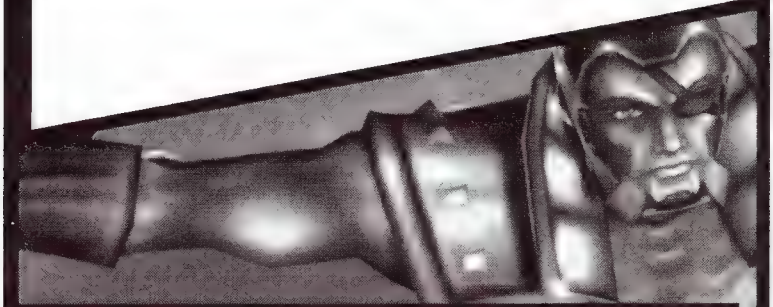
The Freedom Fortress command center sports a new look: a big anthill in the middle. What treachery is this? Young Nick reports the ants have tunneled out through the basement, and Man-Bot immediately volunteers to lead the mission: "My armor will protect me from cave-ins." El Diablo begs off, expressing his fear of "creepy crawlies" and tight spaces.



8-1. Here's your good-looking team of heroes.

Too bad! El Diablo is the only Freedom Force member highly resistant to acid damage. Soldier ants, as you recall, spit acid. All remaining team members (unless you've recruited Sea Urchin by now) are vulnerable to acid. We suggest you select Alchemiss because soldier ants are especially vulnerable to the mystical damage inflicted by her *Alteration* attack.

You might also select Mentor if he's acquired the *Electron Beam* attack in a Training session. Ranged attacks are useful against the eerie Blue Darkmen you face in this mission. Even better, Darkmen are entirely defenseless against radiation damage—the kind of damage dealt by Mentor's *Electron Beam*. The final slot should go to Man O' War because he's resistant to the electrical damage doled out by Darkmen.



Available Mission Heroes

- Man-Bot
- Alchemiss
- Minuteman
- Mentor
- Man O' War
- Sea Urchin

Enemies

- Worker Ant
- Soldier Ant
- Blue Darkman

Primary Objectives

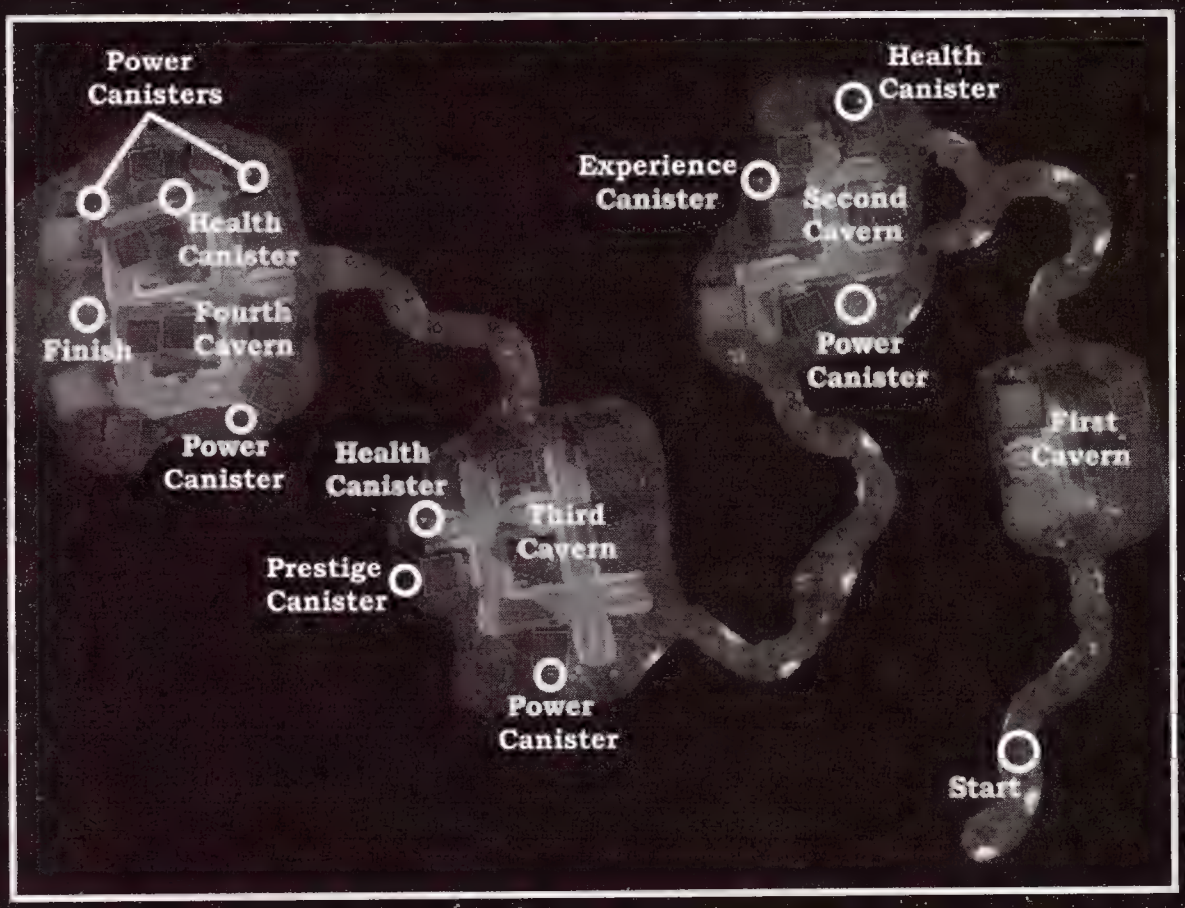
- Explore the caverns to find the source of the ant menace
- Man-Bot must survive

Secondary Objective

- Break the cages to free the civilians held prisoner

WALKTHROUGH

HOPE YOU'RE NOT CLAUSTROPHOBIC. THIS MISSION TUNNELS THROUGH THE SUBTERRANEAN PASSAGES OF AN EERIE UNDERGROUND CIVILIZATION. MAN-BOT IS YOUR POINT MAN, BUT KEEP IN MIND THAT HE'S ALSO YOUR COMMUNICATIONS LINK TO THE WORLD ABOVE; HIS SURVIVAL IS A PRIMARY OBJECTIVE. IF THE GOING GETS TOUGH, MOVE THE METALLIC GUY TO THE REAR.



8-2. THIS OVERHEAD MAP OF THE MISSION REVEALS THE FOUR CAVERNS THAT LIE AHEAD.

WALL PASS

TUNNELS CAN BE CREEPY, BUT THERE'S NOTHING QUITE AS MUCH FUN AS BASHING THROUGH A WALL. MOVE YOUR TEAM AROUND THE FIRST BEND, THEN DIRECT MAN-BOT TO PICK UP A BOULDER AND TOSS IT THROUGH THE ROCKSLIDE AHEAD (OR JUST WALLOP THE WALL). THIS OPENS A PASSAGE INTO AN UNDERGROUND CITY.

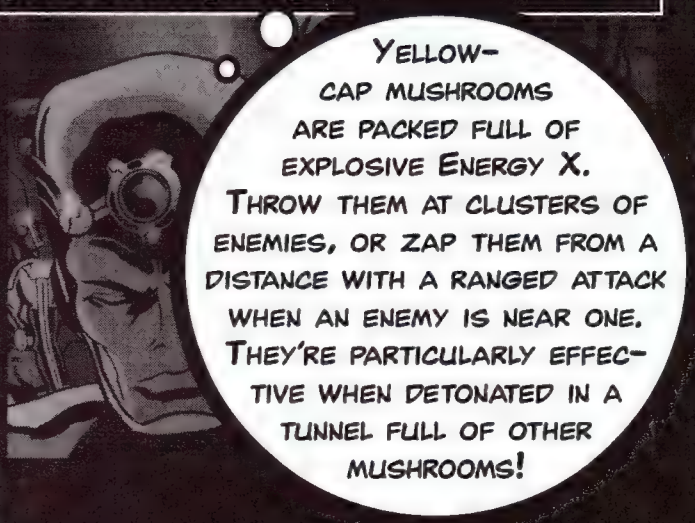
FIRST CAVERN

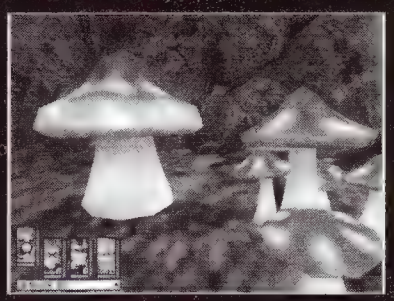
MOVE MAN-BOT FORWARD TO MEET AN ODD FELLOW IN A RED ANT SUIT. THE YOUNG MAN, CALLED THE ANT, WARNS YOU BACK, SAYING HIS MISTRESS, SHADOW, WILL BE DISPLEASED WITH THE INCURSION. THEN HE BURROWS DIRECTLY DOWNWARD INTO THE GROUND!

8-3. THE ANT SEEMS AMBIVALENT, BUT HIS ANT MINIONS ARE DOWNRIGHT UNFRIENDLY.

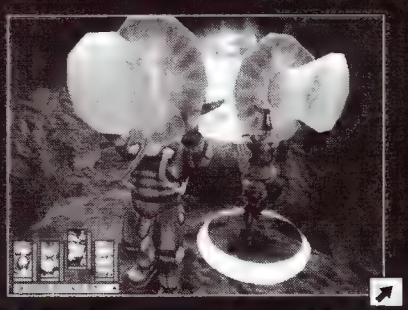
This triggers the appearance of hostile soldier ants that begin spitting acid without asking questions. Zap them fast from a distance using either Alchemiss's *Alteration* or *Arcane Bolt*, Man O' War's *Storm Bolt*, Man-Bot's *Focus*, or Mentor's new *Electron Beam*. You can also pluck yellow-cap mushrooms (see 8-4). You can toss these mushrooms, referred to as an "explosive fungus, altered by Energy X," at the ants.

Spelunking Tip #1

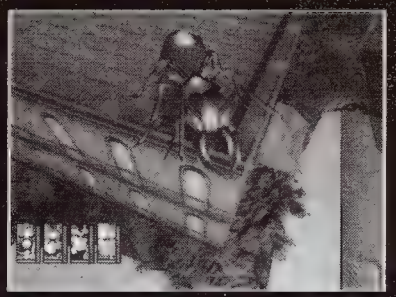




8-4. Yellow-cap mushrooms make nice grenades. Toss them at foes to inflict serious damage.

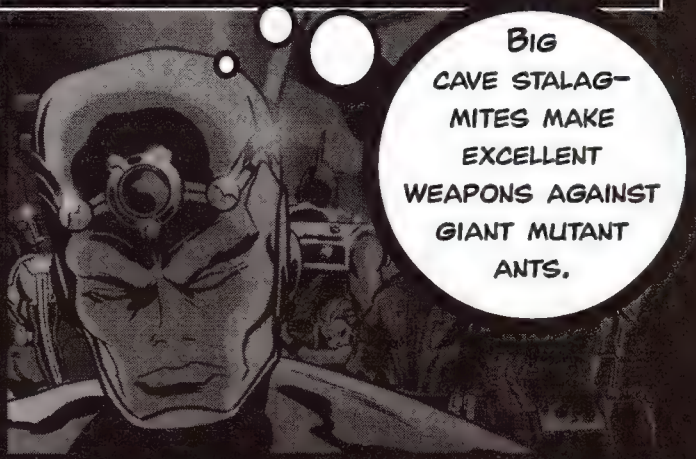


Then move into the cavern and eliminate the worker ants with various attacks. Use the explosive yellow-cap mushrooms whenever possible. One more soldier ant spits acid from a building rooftop (see 8-5). Hit it with ranged fire or yellow-cap mushrooms.

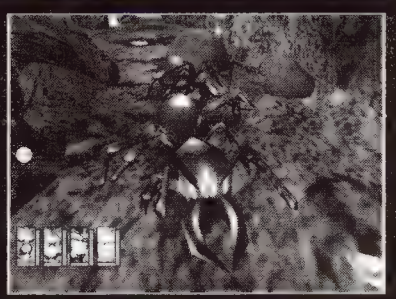


8-5. Ants populate an underground city. Watch out for this soldier ant posted atop a building.

Spelunking Tip #2



After securing the area, direct a team member to toss a chunk of debris at the next rockslide up ahead. Then prepare for an ant onslaught. Soldier ants attack immediately, so counterattack quickly. Then continue forward.



8-6. Soldier ants patrol the connecting tunnels behind rockslides.

8-7. Both forks of the tunnel lead into the next city cavern.

The Ant suddenly appears again. His attacks don't hurt badly, but hit him anyway. He burrows into the ground and disappears as before. Proceed to the fork in the tunnel leading to two different rockslide barriers.

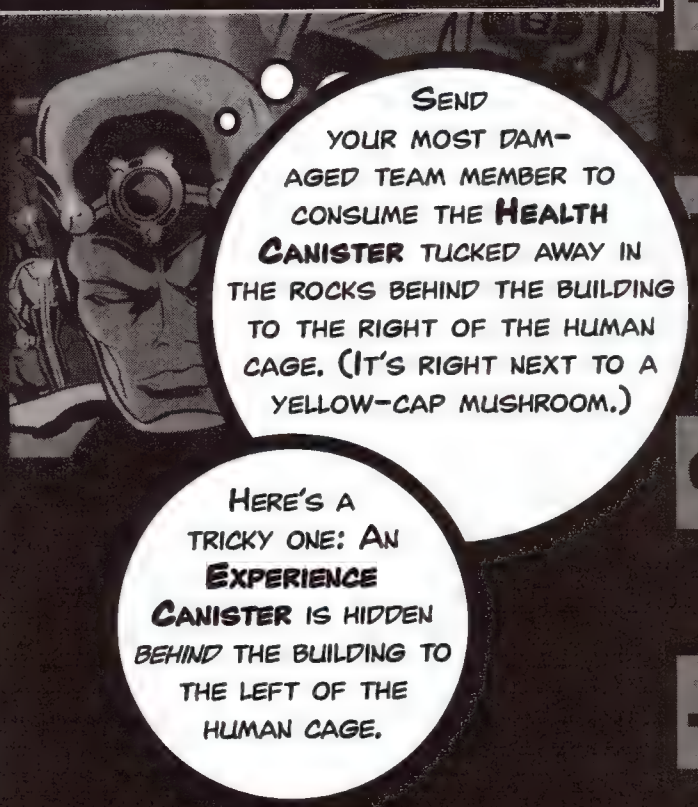
SECOND CAVERN

Smash through either rockslide, as both lead to the same cavern. More ants patrol the area, but this time some creepy people called "Blue Darkmen" join the fray. The Status bar calls them "minions of darkness, servants of Shadow." Is that good, or bad? You'll find out soon enough!

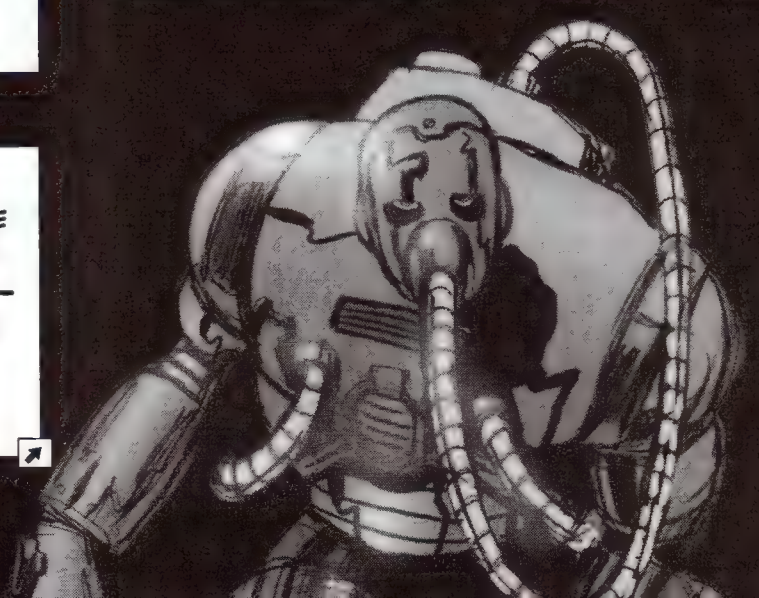
8-8. Yes, the Darkmen are hideous, as Man-Bot suggests. Say, aren't those businessmen caged up back there?

Direct the team to the cavern's back right area. Good grief! Innocent people in cages! A Darkman warns you not to release them, but smash the bars anyway. This now becomes your secondary objective: *Free any humans you find caged in this underground city.*

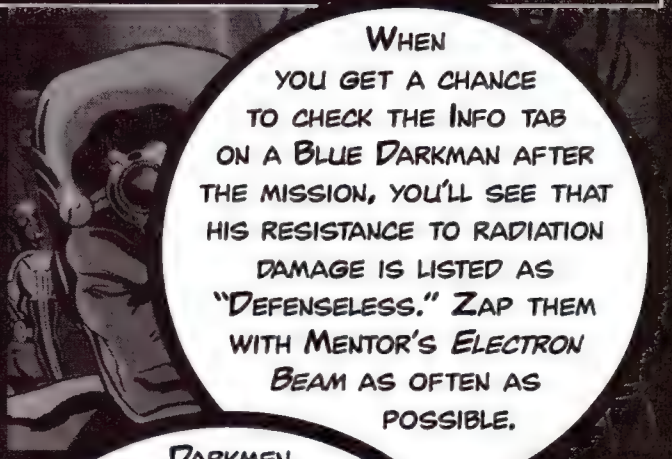
HEAL UP



After opening the cage, the local minions take offense and attack so defend yourself. Blue Darkmen are slow but very dangerous foes. Each can summon a powerful Electrical Field area attack that severely damages all targets within its radius, and stuns as well. The radius is fairly small, however, so if you keep your distance, you can safely hit Darkmen with ranged attacks or explosive yellow-cap mushrooms.



TIPS ON FIGHTING DARKMEN



When you get a chance to check the Info tab on a Blue Darkman after the mission, you'll see that his resistance to radiation damage is listed as "Defenseless." Zap them with Mentor's *Electron Beam* as often as possible.

Darkmen have the pesky habit of becoming invisible, but if you can hit them with a special state (like *Acid Burn*), you can track their movement by the damage bubbles (and the lovely pain sound they utter).

Darkmen might be invisible, but you can still hit them! If you think there's an invisible Darkman nearby, let fly with a large-scale area attack and look for the damage bubbles.

8-9. Blue Darkmen have a vicious electrical discharge that causes great damage with a 90 percent stun rate.

Fight your way down the main street and turn right. Follow the street around the next corner to another rockslide on the back left wall of the area. This blockage leads into another tunnel, but three hissing soldier ants are camped on the other side. Position your team a moderate distance from the rockslide.

TUNNEL TACTIC

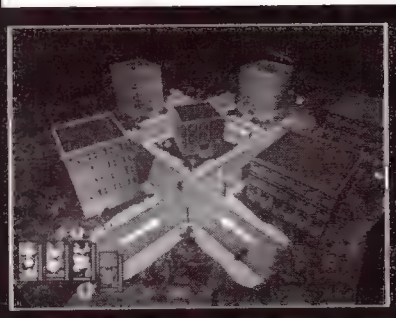
8-10. Blow up any yellow-cap mushrooms in the tunnel opening to set off a chain reaction and thin out the ant ranks.

The tunnel beyond the rockslide is full of explosive yellow-cap mushrooms. Direct Man-Bot to toss a boulder or chunk of debris to shatter the rockslide. Then immediately zap the nearest mushroom beyond the new opening with a ranged attack (like Alchemiss' *Arcane Bolt* or Mentor's *Electron Beam*) to set off a chain reaction of explosions. This should clear the tunnel of ants, or at least seriously weaken them.

8-11. The Ant again. Enough warnings for you?

Proceed down the passage to meet The Ant again. After another warning, he burrows away. Just beyond, a dangerous Blue Darkman guards the tunnel. Dispose of him and smash through into yet another city-like cavern.

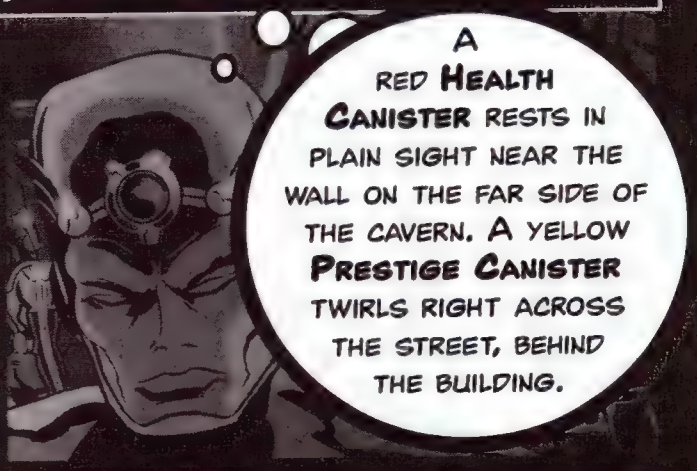
THIRD CAVERN



8-12. The third cavern features a pair of human cages and plenty of minions. The next rockslide exit is behind the cage on the right.

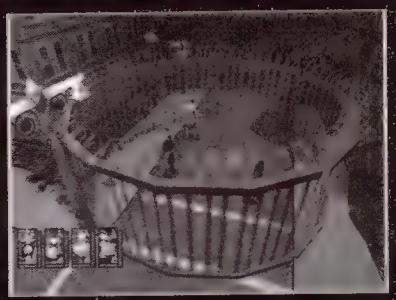
This is the biggest cavern yet. Darkmen and ants prowl the area, and as soon as you enter, The Ant attacks too. After hitting him a few times, he departs yet again. This time, Man-Bot senses the reluctance in the creature.

PRESTIGE AND HEALTH



A red **Health Canister** rests in plain sight near the wall on the far side of the cavern. A yellow **Prestige Canister** twirls right across the street, behind the building.

Two cages imprison more people. Free them all to complete the secondary objective. (El Diablo reports your success.) After you smash the second cage, you learn that the Darkmen are using innocent civilians to "make more of these hideous monsters."



8-13. Freeing the captives from both cages completes the secondary objective for the mission.

Find the rockslide exit behind the rightmost cage and break through. Again, soldier ants attack. As noted before, you can weaken them by beam-zapping the explosive yellow-cap mushrooms inside the passage.

Proceed down the tunnel to the fourth underground city area. Watch out for another wave of soldier ants on the way.

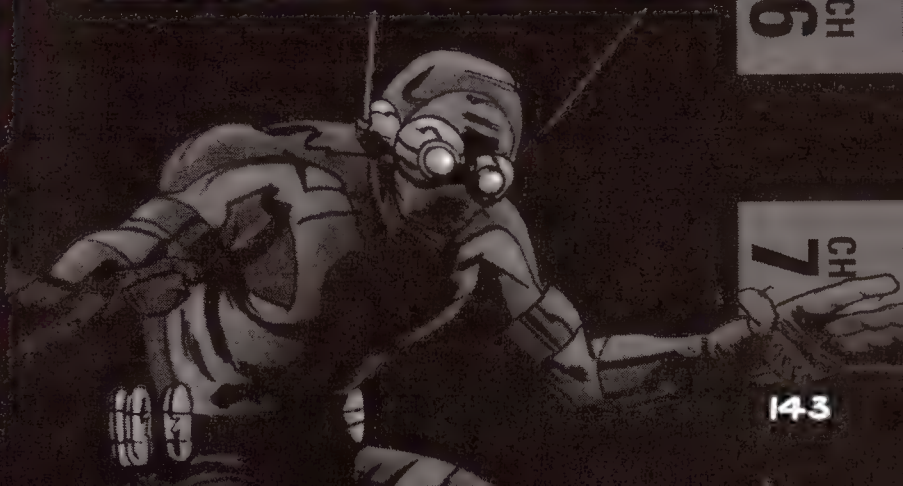
FOURTH CAVERN

Cross to the cavern's far side and face The Ant yet again. Fight until he gives up, and then talk to him. This triggers the appearance of Shadow, his mistress.

8-14. Yes, The Ant wants a girlfriend—but not one who's a homicidal maniac.

For a moment, it appears The Ant will submit to her dark will and send a killer swarm of soldier ants against your team. However, he backs off at the last moment and Shadow retreats.

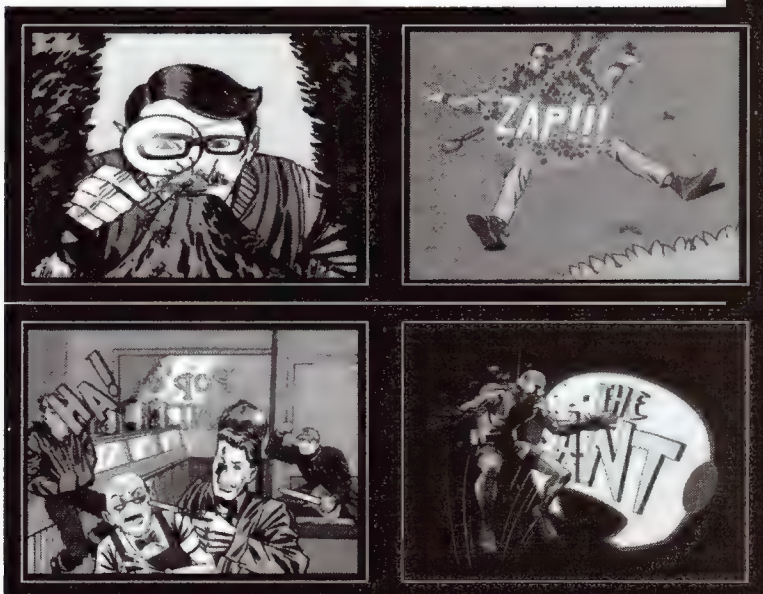
The Ant explains he's been drugged into submission and agrees to take you to Shadow's Lair. Looks like you have a new ally. And off you go.



MISSION 9: WHERE SHADOWS FALL

NOW FREE OF SHADOW'S DIABOLICAL INFLUENCE, THE ANT IS READY TO JOIN FORCES TO FIGHT FOR GOOD. HIS STORY IS A FAMILIAR ONE: YOUNG JOHN MILLER IS A SCIENCE NERD WITH A FASCINATION FOR INSECT LIFE, ESPECIALLY ANT COLONIES. A SUDDEN DOSE OF ENERGY X GIVES JOHN AN ANT'S ABILITY TO BURROW, CLIMB WALLS, AND EXHIBIT INCREDIBLE STRENGTH FOR HIS SIZE.

HOWEVER, THE ANT FALLS UNDER THE EVIL INFLUENCE OF SHADOW, INTO WHOSE DARK UNDERGROUND LAIR HE STUMBLES UPON A BURROWING EXPEDITION. WITH THE HELP OF MIND-CONTROL DRUGS, SHADOW MANIPULATES THE ANT TO DEPLOY HIS GIANT ANT HORDES TO THE SURFACE WORLD. THEIR ORDERS ARE TO BRING BACK MATERIALS TO CONSTRUCT A VAST SUBTERRANEAN CIVILIZATION—A WORLD POPULATED BY ONCE-INNOCENT CIVILIANS NOW TRANSFORMED INTO SHADOW'S EVIL DARKMAN MINIONS.



9-1. JOHN MILLER, TARGET FOR BULLIES AND AN INTROSPECTIVE LAD WITH AN AFFINITY FOR INSECTS, BECOMES ANOTHER ENERGY X SUPERHERO: THE ANT!

AVAILABLE MISSION HEROES

- THE ANT
- ALCHEMISS
- MAN-BOT
- MINUTEMAN
- MENTOR
- MAN O' WAR
- SEA URCHIN

ENEMIES

- SHADOW
- BLUE DARKMAN
- PURPLE DARKMAN

PRIMARY OBJECTIVES

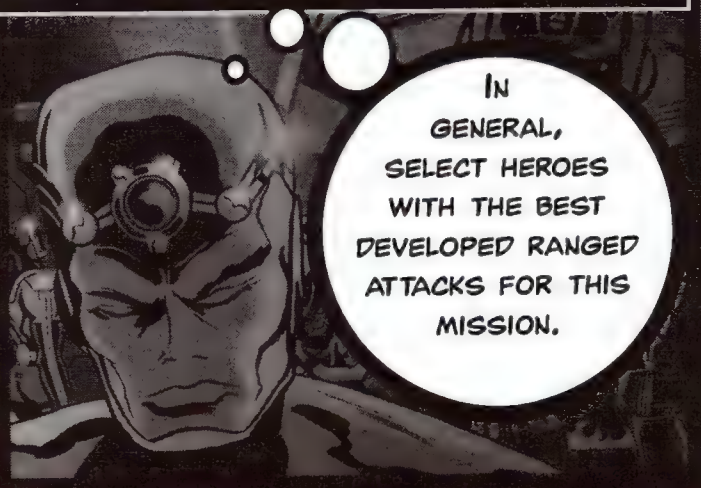
- CORNER SHADOW IN HER LAIR!
- THE ANT MUST NOT FALL
- DEFEAT SHADOW!

WALKTHROUGH

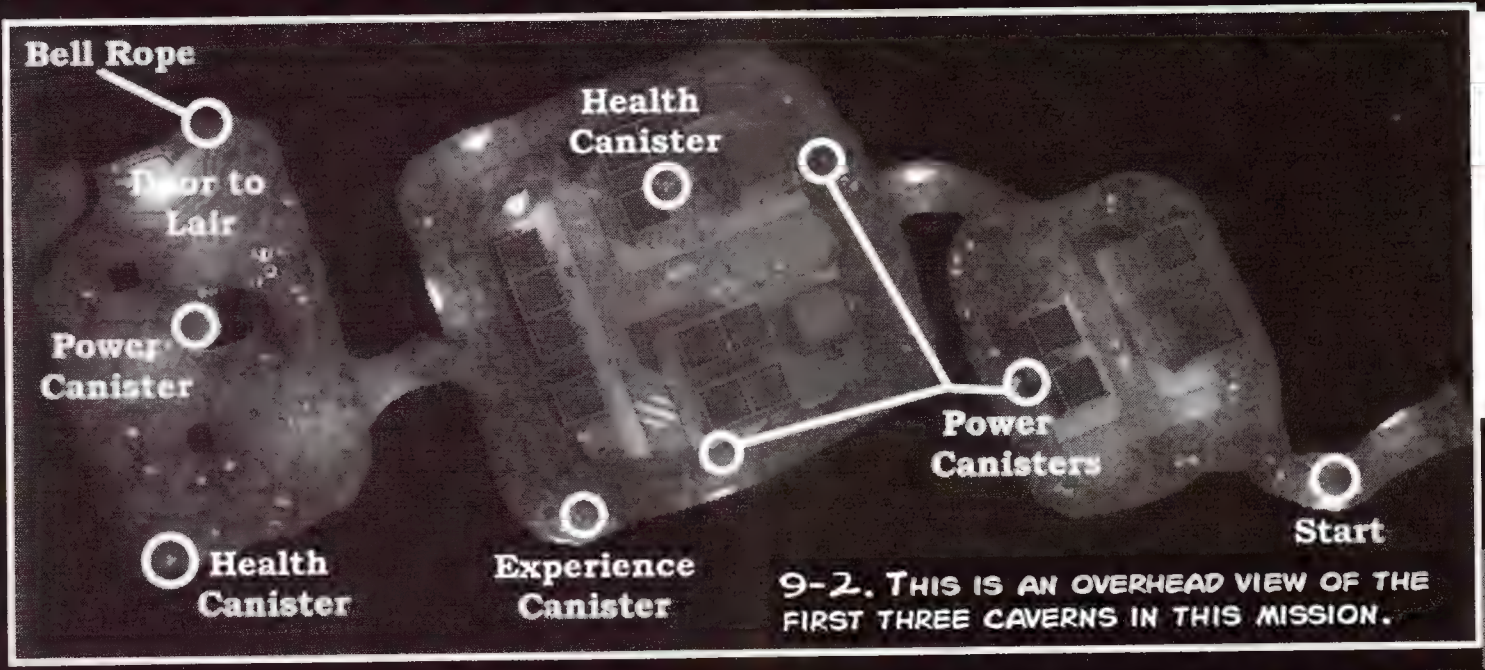
The Ant leads Freedom Force deeper underground, following his giant ant friends as they burrow to Shadow's lair. But who should join the team for this mission? Here are a few suggestions.

Like her minions the Darkmen, Shadow is resistant to electrical damage, but totally defenseless against radiation and acid damage. So Mentor, with his *Electron Beam*, is an excellent choice for the team. Man-Bot's passive defense, *Contain Energy*, blocks the energy attacks of the Purple Darkman, a new foe introduced in this mission.

GET GOOD RANGE



El Diablo's flying ability may come in handy, too. Darkmen have no attack that can strike airborne targets, so El Diablo can buzz overhead with impunity. Man O' War is resistant to the electrical damage dealt by Blue Darkmen, and his powerful *Pressure Punch* can prove helpful in the mission's final task. Take your pick of the three!



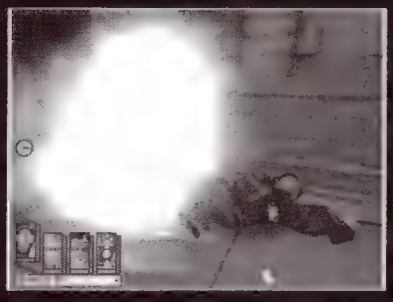
9-2. This is an overhead view of the first three caverns in this mission.

FIRST CAVERN: ACID TOSS!

The tunnel leads into another city cavern, but a Darkman ambush lies ahead. Four of the ugly fellows are cloaked and waiting, two on each side of the street. The Darkmen won't uncloak and attack unless a team member moves down the street, so keep everyone back.

9-3. Plant The Ant right here, at the edge of the pavement. Toss Acid Bombs down the sidewalks on both sides of the street.

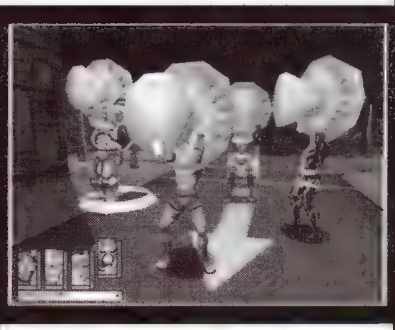
Instead, post The Ant at the edge of the pavement and have him toss *Acid Bombs* toward the sidewalks on either side of the street. Be patient! Keep tossing the bombs until three of the Darkmen collapse from Acid Burn damage and the fourth runs off. Let the last one go



9-4. The Ant's *Acid Bombs* can clear the street of the entire Darkman ambush without subjecting your team to combat.

Now have all but one of team members pluck a yellow-cap mushroom and proceed down the street to the rockslide on the other side of the cavern. Send the mushroom-less hero to smash the rockslide, opening the passage to the next cavern, and then have him or her grab a mushroom, too.

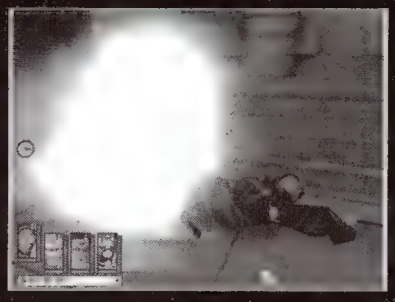
9-5. Beware the dreaded Mushroom Squad! Seriously, grab and toss every explosive yellow-cap mushroom you can get your hands on.



SECOND CAVERN

Position your fungus-bearing foursome of heroes along the edge of the pavement in the next city area. As you move to the street, Shadow makes an appearance, surrounded by a squad of Blue Darkmen and the more lethal Purple Darkmen. (Purple Darkmen have the ranged attacks that Blue Darkmen lack.)

Start chucking mushrooms (followed by *Acid Bombs* from The Ant) at Shadow and the bad guys on the street. Then get El Diablo up in the air and use him against the foes on the rooftops. Use Mentor's deadly *Electron Beam* in the first salvoes, too, after he tosses his mushroom. The Ant calls a pair of his trusty soldier ants to aid in the cause.



9-6. Shadow leads her dark legions against Freedom Force in the second cavern. Hit her with mushrooms and Mentor's *Electron Beam*.

The Purple Darkmen have an explosive ranged attack called Darkness Power. A direct attack that inflicts energy damage, it envelopes ground targets in long, tentacle-like beams that rise from the ground and explode. It's important to remember that Darkness Power can't hit flying targets like El Diablo.

Shadow retreats once she takes a certain amount of damage, calling out: "Come get me, beautiful fools!" After her ground troops are eliminated, turn your ranged attacks at the rooftops. Continue to have El Diablo fly around and sizzle goons with his *Tongues of Flame*, while The Ant heaves *Acid Bombs*. Also, make sure the others toss mushrooms or fire ranged blasts.

9-7. Deploy El Diablo to target the rooftop Darkmen with *Tongues of Flame*. They can't attack him when he's flying!

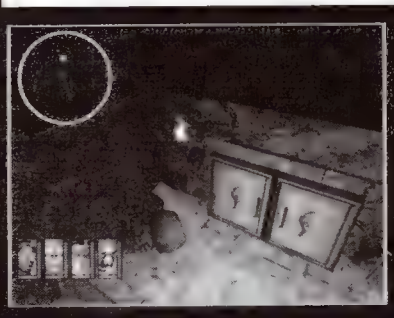
Don't miss the **Health Canister** in an alley between the buildings on the right. After this fight, a team member will likely need a healing dose.

THIRD CAVERN

As you enter the next cavern, you see Shadow retreat through a set of doors. More Darkmen (Blue and Purple) fan out across the cavern to halt your heroic advance. Keep up the mushroom/ranged attack combo, blasting your way to the doorway.

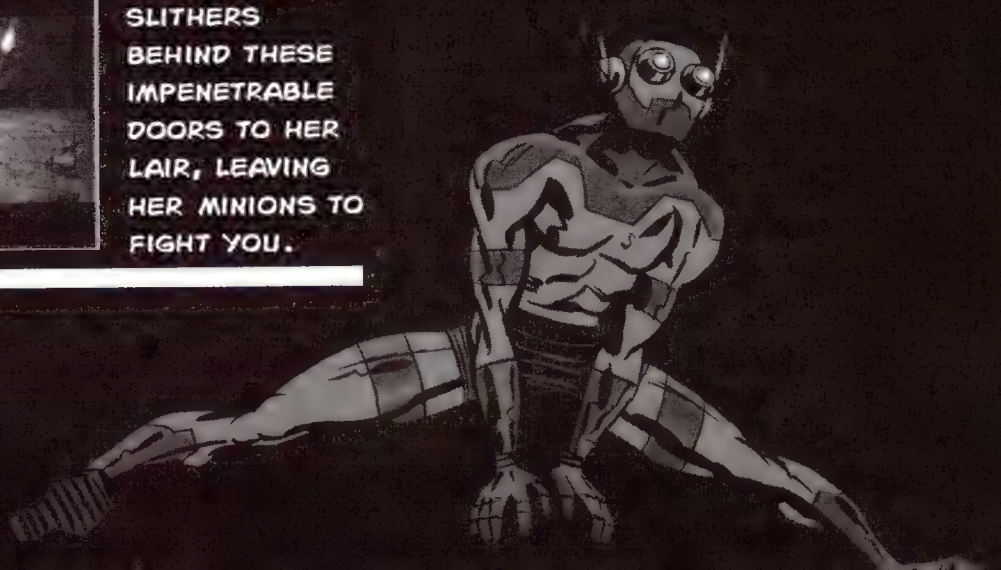
9-8. Shadow slithers behind these impenetrable doors to her lair, leaving her minions to fight you.

When you approach the doors, note the bell rope. The Ant surmises that you must pull the rope (marked by a red exclamation icon) to open the doors. The rope is easy to reach; send anyone there to yank it.



9-9. Select The Ant and click on the rope to make him pull it.

The doors open! (Watch out for one more Darkman down in the rope chamber.) Run your team into the passage and watch the cinematic as Freedom Force confronts Shadow and her dark troops.



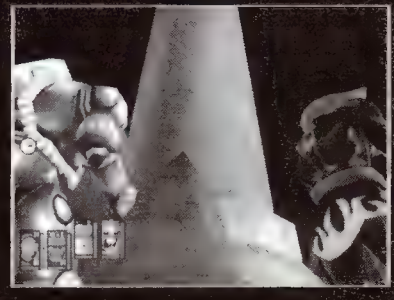
9-10. Here's the overhead view of Shadow's lair, the final chamber of the level.

FOURTH CAVERN: SHADOW'S LAIR

Now comes the toughest test of the game so far. Yes, you fight Shadow and her legions of Blue and Purple Darkmen, but you cannot defeat them using combat alone. The secret (as Alchemiss soon deduces) is in the hall's four great pillars. If you destroy them, Shadow's "haven of hideousness" will crumble, letting in light and sapping her powers.

This task is far easier said the done. Shadow's Darkmen fight with furious loyalty and swarm your heroes. Even Shadow attacks with her mystical powers. But the pillars are weaker than they look; each is only 50 HP strong, so concentrated attacks will bring each one down quickly.

9-11. Your primary target: four massive pillars. Each time a pillar falls, more light enters the chamber, weakening Shadow.



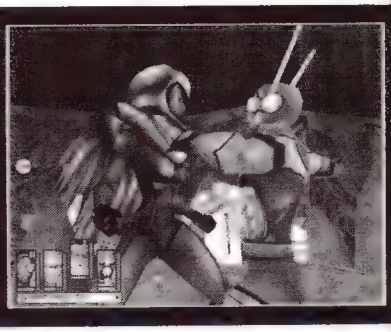
It's good to split your forces. Send your two strongest punchers (Minuteman, Manbot, Man O' War, or El Diablo would qualify) from pillar to pillar, pounding them into shards one by one. Use The Ant's *Acid Bombs* and your remaining hero to fend off enemy assaults, drawing Shadow's fury and attention away from the pillar bashers.

KEEP YOUR PILLAR BASHERS BUSY

When you target a pillar with any hero's *Crush* melee attack (such as Man-Bot's *Wallop* or El Diablo's *Swift Punch*), you can forget about them because they'll keep punching until the pillar is destroyed. However, don't lose track of their progress as you fight Darkmen and Shadow with your other heroes. Once a pillar goes down, *immediately* send your pair of punchers on to the next one!

9-12. Send half of your team to wallop the pillars, the other half at Shadow and her dark minions.

This is the big mission finale. After destroying the third pillar, send *everyone* at the fourth and final pillar for a lethal assault. If you lose a hero or two, that's OK. Just focus your full damage production on that last pillar.



9-13. Lover's quarrel: Target Shadow with The Ant's melee attack, *Thorax Punch*. He chases her around the chamber, keping her occupied.

Shadow's not finished yet. She's weakened, but you must still subdue her. Gang up on her with melee attacks. If you direct each hero to target her with their *Crush* attack, they will continue to chase and beat her until she gives up.

Now watch the sad ending. Shadow is actually Amber Autumn, former fashion model disfigured (but only slightly) by a facial scar. When her Darkmen see that "Master is a beauty!" they turn on her.

9-14. The ugly finale: Darkmen feel betrayed by their Master's "beauty" and make her pay.

And down goes Shadow. As the mission fades out, however, you see a hint of a far greater evil to come.

MISSION 10: LOOKING FOR TROUBLE

SUDDENLY, NICK CRAFT ENTERS IN A SUPERHERO GETUP, CALLING HIMSELF "LIBERTY LAD." AS ALWAYS, HE WANTS TO TAG ALONG IN THE SEARCH FOR PINSTRIPE, BUT MINUTEMAN SAYS NO. NICK IS A STUBBORN KID, HOWEVER. NOTE ON THE SQUAD SELECTION SCREEN THAT YOUR TEAM FOR THIS MISSION STARTS WITH MINUTEMAN AND, YES, LIBERTY LAD.

10-1. MEET LIBERTY LAD! YOU ALREADY KNOW HIS ORIGIN STORY. MAKE SURE YOU CHECK OUT HIS STATS, POWERS, AND INFO.

AVAILABLE MISSION HEROES

- MINUTEMAN
- LIBERTY LAD
- THE ANT
- ALCHEMISS
- MAN-BOT
- MENTOR
- MAN O' WAR
- SEA URCHIN

ENEMIES

- THUG WITH BAT
- THUG WITH GUN (HIT MAN)
- THUG WITH BOMBS
- GANGSTER
- MICROWAVE ROBOT
- PINSTRIPE

PRIMARY OBJECTIVES: PART 1

- TRACK DOWN PINSTRIPE'S BASE OF OPERATIONS
- DEFEAT AND INTERROGATE THUGS FOR CLUES TO PINSTRIPE'S LOCATION

SECONDARY OBJECTIVES: PART 1

- RETRIEVE THE PURSE FROM THE PURSE-SNATCHER
- FIND THE OWNER OF THE SECOND PURSE AND RETURN IT TO THEM

WALKTHROUGH: PART 1

We get a brief glimpse of Minuteman, who is suspicious about "this whole tip-off business." Meanwhile, Liberty Lad goes solo. From a rooftop, he overhears thugs on the street below talking about a color TV heist. The Lad hops down to teach the lawbreakers a lesson. You control only Liberty Lad in this first part of the mission.

THE RUNAROUND

Give both thugs "The Ol' One Two" (an effective double-punch) until one gets KO'd and the other squeals. He doesn't know where Pinstripe is, but knows that one of the kingpin's trucks is "doing the rounds now." He refers Liberty Lad to some lug named Vinnie down on 28th Street.

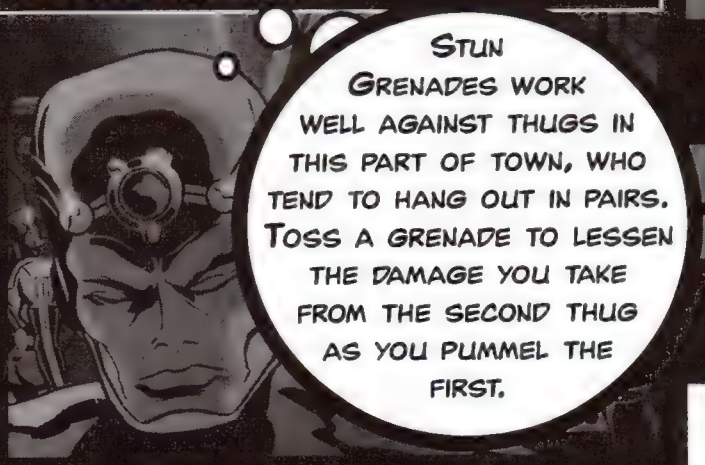
10-2. Give 'em "The Ol' One Two"—a right-left combo punch that gets 'em squealing like pigs.

Go down the sidewalk to the stoplight and cross the street. (Watch for cars!) Continue along the same street to the woman reporting a stolen purse to a street cop in front of the hotel. This triggers a secondary objective: *Retrieve the purse from the purse-snatcher.*

Execute a mighty leap onto the roof next to the hotel to find an **Experience Canister**. Liberty Lad has Minuteman's blood, so it makes sense he has some of Minuteman's powers.

10-3. This lady's purse-snatching tale triggers a new secondary objective. Hop onto the roof next to the hotel to find an *Experience Canister*.

TWO-FOR-ONE STUN



FIND AND RETURN THE FIRST PURSE

Now follow the red objective arrow across the rooftops to the two thugs discussing "business" under the streetlight. One has the stolen handbag you just heard about, so jump down and start punching. Knock out one guy and he drops a purse. Then subdue the other one until he stands in a stupor (with a red exclamation icon over his head).

10-4. The fallen thugs each drop a recently snatched purse. Return one to the female civilian around the corner.

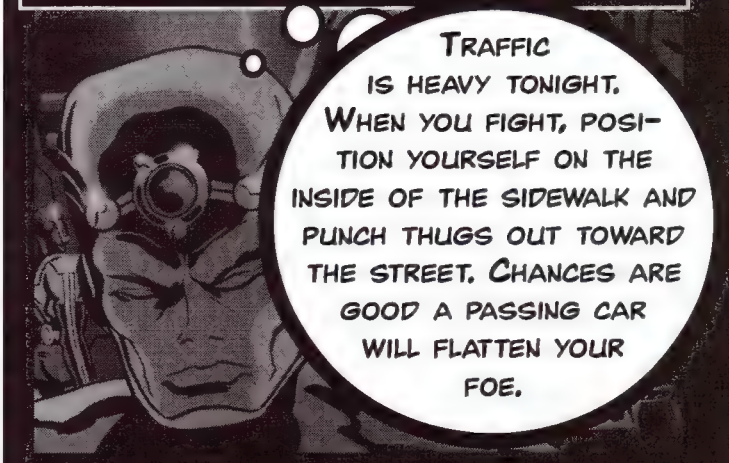
Interrogate the thug. He doesn't know anything either, but suggests you talk to Tommy over on Paine Lane. Then he drops another snatched purse. Pick up both purses to get another secondary objective: *Find the owner of the second purse and return it to them.*

Return to the woman and the cop around the corner. When you reach the woman, move the cursor over her and click to return her purse... and get a whopping 25-cent reward. This completes one secondary objective.

RETURN THE SECOND PURSE

Follow the red arrow down the alley to the next block. Another pair of thugs delights in the high crime rate. Knock out the guy with the bat and subdue the other fellow to interrogate him. Guess what? He doesn't know where Pinstripe is either, but Bobby might know. He's over by the café parking cars.

AUTO-HELP FUNCTION



Before you follow the red arrow again, continue up the street to the right. A tommy gun-toting gangster menaces the front of a dilapidated building. Go get him, but be careful! He's fairly easy to beat up, but watch out for cars.

10-5. Criminal density is high in this part of town. Nail this gangster for a few more Prestige Points.

Follow the red arrow back down the street to the intersection. You hear a cry for help! Find the woman with the red icon over her head near the corner. Click on her to return the second purse, thus completing the other secondary objective.

BACK TO THE RUNAROUND

Follow the red arrow across the street to find two more thugs. Listen to their banter, toss a Stun Grenade, and then take them down a notch. Continue on to the next corner; the red arrow points left, but head *right* instead.

Another gangster loiters near the liquor store. Knock him out, just for the heck of it. Note that a **Health Canister** glows further down the street, across from Homer's Electrical Store. (Remember Homer's for later.) Chances are you don't need the health boost yet, but note its location for later, just in case.

10-6. This *Health Canister* sits in plain sight on the sidewalk, right across from Homer's Electrical Store.

Now follow the arrow to the pair of hit men trying to heist a car down the street by the burger joint. As you beat both into submission, one squeals. He sends you to Johnny over on Jefferson Boulevard.

Walk back to the intersection. The red arrow points to a gathering of thugs to the left, but turn right instead.

THE TURF WAR

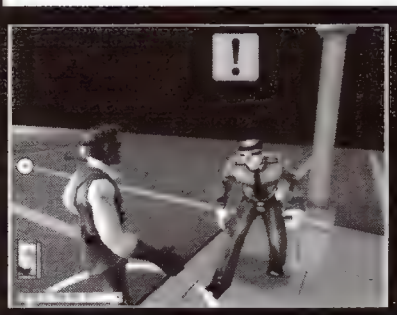
Go one block and turn right again. See the six thugs in a circle at the end of the street? They're about to fight each other. If you approach and watch, you trigger the battle.

10-7. Gang warfare is good because bad guys eliminate each other from the gene pool. However, you earn extra Prestige Points if you knock out a few yourself.

You could just let them exterminate each other or you could toss a few Stun Grenades and hop into the fray to earn more Prestige Points. It's up to you. If you decide to fight, check Liberty Lad's health. After the rumble, follow the red arrow back around the corner.

THE CROOKED COP

Looks like a meeting of the Teamsters. No, wait, those are thugs. Four of them! And they're greasing the palm of a crooked cop! Things are getting complicated, but go ahead and wade in. The fight's not as tough as it looks. Knock out all four thugs, and then throttle the corrupted keeper of the peace.



10-8. The crooked cop turns tipster. Someone's planning to knock over Homer's Electrical tonight!

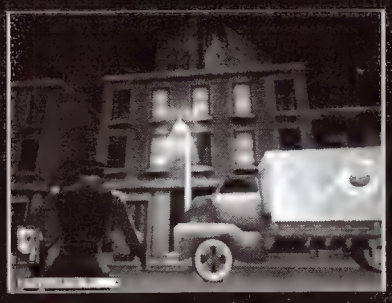
When the crooked cop gives up, watch out for another gangster just around the corner. Eliminate him, too, and then interrogate the cop. He sends you to Homer's Electrical Store where he says "you can catch them in the act."

THE HEIST AT HOMER'S

Go down the back street, where you just fought the gangster, all the way to the corner. Lay out two more loitering bums with guns. Continue around the next two corners until you reach a trio of hit men trying to strong-arm a storeowner.

After you physically disperse them—a nice lamppost works well here—you learn from Homer that they're Pinstripe's boys. Liberty Lad gets the bright idea to stow away on the nearby truck (labeled "Pinstripe's Truck" in the Status bar).

However, before you get onboard the truck, hop atop the building next to the truck. Another **Experience Canister** is hidden behind the V-shaped Caldonni Imports sign (see 10-9) on the roof. Then click on the truck to hop aboard and end the mission.



10-9. Yes, that truck belongs to Pinstripe's crime organization. Before you sneak aboard, scale the building behind it and nab the *Experience Canister* behind the Caldonni sign.

PART 2: PINSTRIPE REDUX

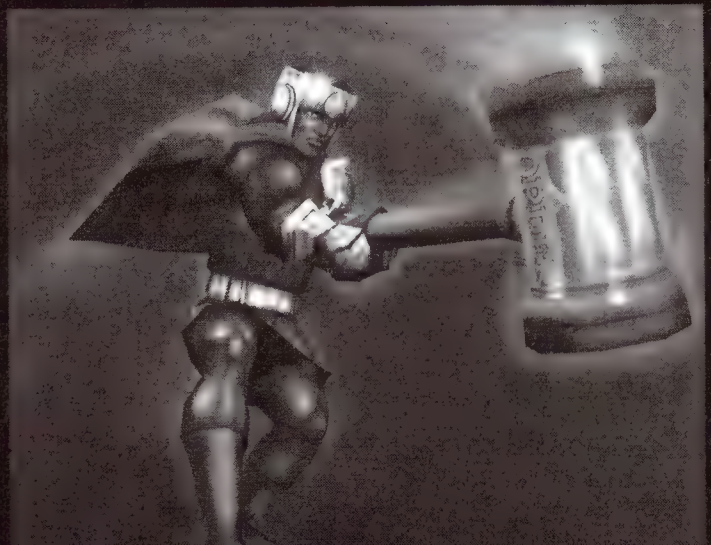
Now the rest of the team joins Liberty Lad, and you meet a new hero—or is it *two* heroes? Law, a woman, and Order, a man, appear to inhabit the same Energy X-infused body! The plan is to lure out Pinstripe by destroying his base of operations.

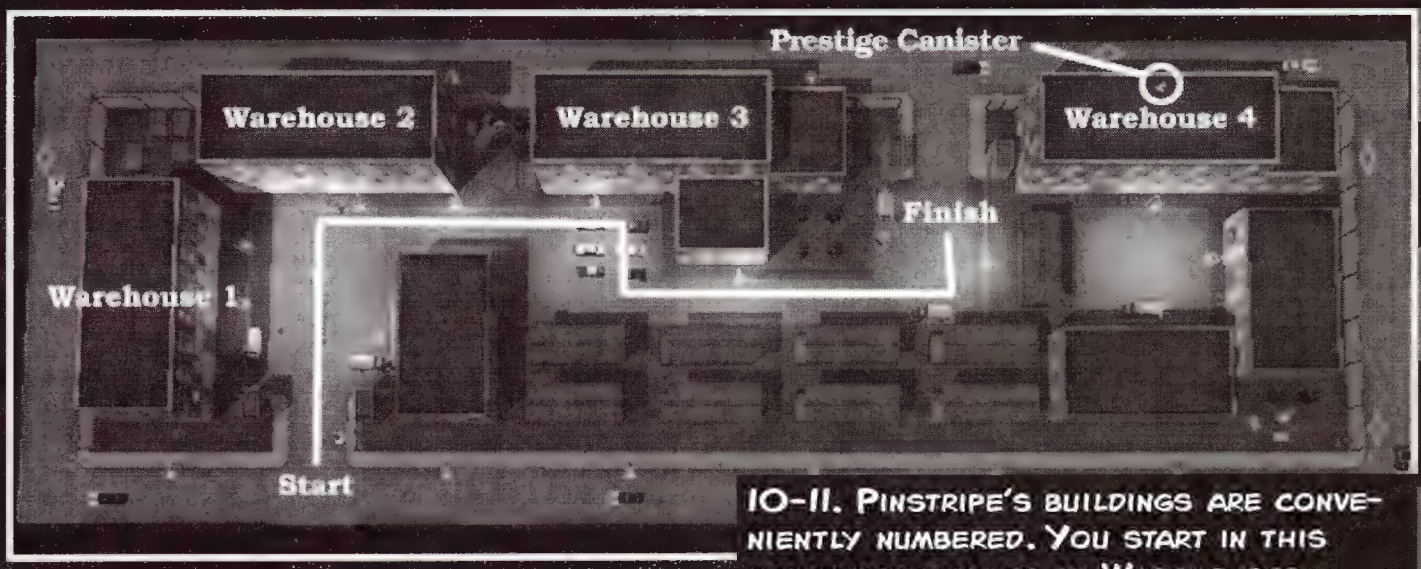
10-10. Law and Order—a two-for-one deal!

If you like mayhem, this is your mission. Your job here is to cripple Pinstripe's evil criminal operations by destroying four entire warehouses full of illicit goods, piece by piece, while fighting off dozens of bad guys.

PRIMARY OBJECTIVES

- FIND AND DEFEAT PINSTRIPE!
- DESTROY THE FOUR WAREHOUSES





10-11. PINSTRIPE'S BUILDINGS ARE CONVENIENTLY NUMBERED. YOU START IN THIS COURTYARD FORMED BY WAREHOUSES 1 AND 2.

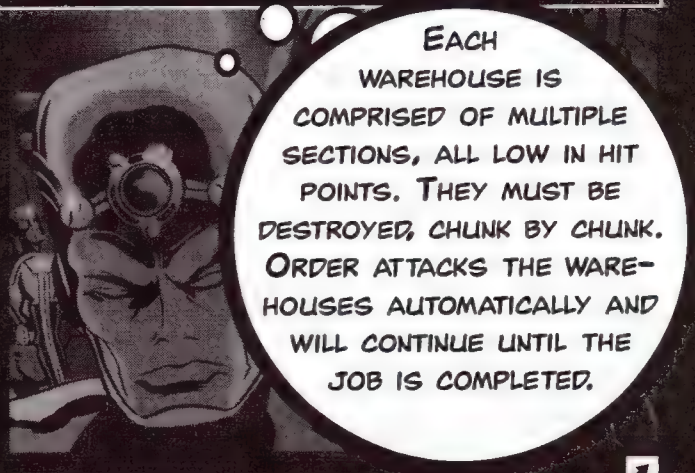
IT'S NO WALK IN THE PARK, BUT YOU HAVE A POWERFUL NEW ALLY IN ORDER, WHO POUNDS THE WAREHOUSES WITH HIS MIGHTY HAMMER.

WAREHOUSES 1 AND 2

ORDER GOES RIGHT TO WORK ON WAREHOUSE 1. MEANWHILE, A BIG SQUAD OF ANGRY GOONS COMES RUNNING. IT'S BEST TO LET ORDER CONTINUE WITH THE DEMOLITION WORK WHILE YOU DEPLOY ALL FOUR OF YOUR HEROES AGAINST PINSTRIPE'S SECURITY FORCES.

10-12. ORDER'S BIG HAMMER IS BETTER THAN A WRECKING BALL. LET HIM DEMOLISH THE FIRST TWO WAREHOUSES WHILE YOU TERMINATE THE THUG INFESTATION USING ALL FOUR OF YOUR HEROES.

PIECEMEAL DESTRUCTION



EACH WAREHOUSE IS COMPRISED OF MULTIPLE SECTIONS, ALL LOW IN HIT POINTS. THEY MUST BE DESTROYED, CHUNK BY CHUNK. ORDER ATTACKS THE WAREHOUSES AUTOMATICALLY AND WILL CONTINUE UNTIL THE JOB IS COMPLETED.

TWO THUGS FIRE DOWN FROM ATOP A BUILDING TO THE RIGHT. TARGET THEM WITH MINUTEMAN AND LIBERTY LAD, WHO CAN HOP UP TO THE ROOF AND PUNCH THEM SILLY. TARGET ENEMIES ON THE GROUND WITH YOUR OTHER TWO HEROES. RIGHT-CLICK OFTEN TO FREEZE THE ACTION AND DETERMINE THE BEST DEPLOYMENT OF YOUR FORCES.

AFTER YOU CLEAR OUT THE COURTYARD IN FRONT OF THE FIRST TWO WAREHOUSES, HELP ORDER FINISH THE DEMOLITION JOB. WHACKING BUILDINGS IS KIND OF FUN, BUT BE CAREFUL. COLLAPSES CAN HURT YOUR HEROES.

WAREHOUSES 3 AND 4

Move on to the next two warehouses. More thugs rush out to greet you. Once again, let Order do the demolition while you concentrate your Freedom Force efforts on clearing out the bad guys. Use *Heroic Remedy*, if needed, to restore the health of any hero.

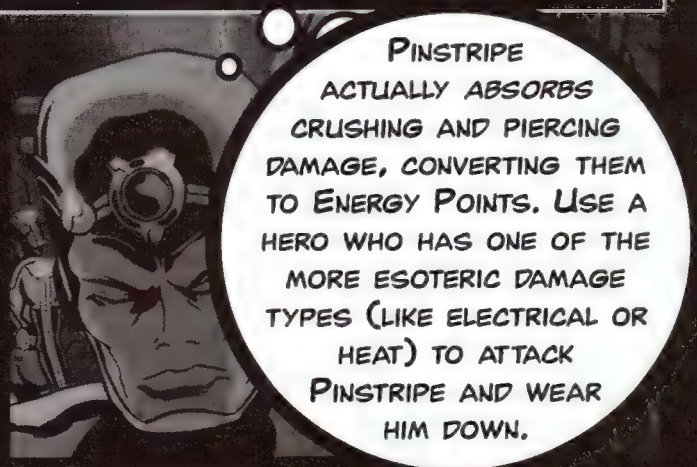
10-13. Warehouses fall, piece by piece. When the area is secure, help Order knock down any remaining sections.

When the last section of the fourth warehouse goes down, you finally flush out Pinstripe, who steps out with a pair of his gangsters. Suddenly, a new robotic threat materializes before your very eyes!

MICROWAVE AND PINSTRIPE

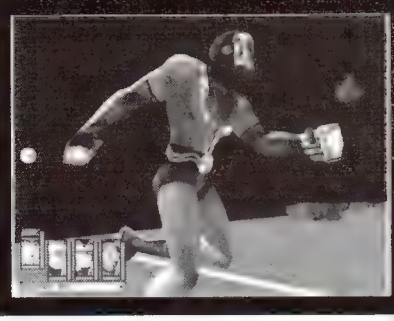
Described in the Status bar as "a bizarre radioactive robot from an alternate future," Microwave appears and initiates its extermination program as it acquires human targets. (Those "targets" are your heroes.) The robot's deadly ranged attacks—Microwave Beam and Rad Bolts—both inflict serious radiation damage. Microwave can also use Teleport Self to jump to any point within visual range. The robot is also highly resistant to crushing and radiation damage, but vulnerable to electrical damage. Also, there's a Prestige Canister on the roof of the fourth warehouse.

RIGHT VERSUS WRONG DAMAGE



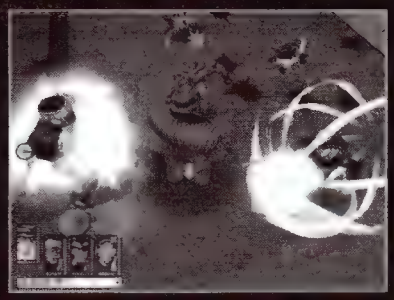
Pinstripe actually absorbs crushing and piercing damage, converting them to Energy Points. Use a hero who has one of the more esoteric damage types (like electrical or heat) to attack Pinstripe and wear him down.

10-14. Double trouble! Microwave and Pinstripe make two supercharged foes in one wild melee.



Fortunately, you still have Order knocking heads for your side. Focus your ranged attacks on Pinstripe, as he absorbs most crushing or piercing blows and actually gains strength from them. Turn Man O' War (if he's on your team) loose on Microwave and order him to zap the robot with his two electrical attacks, *Electric Arc* and *Storm Bolt*, tracking the metallic intruder until it falls.

10-15. Expect a wild final fight, with bodies flying and KO's aplenty.



Pinstripe will most likely be the last foe standing, so make sure you have at least one hero with strong attacks that inflict damage other than crushing or piercing. The mobster is most vulnerable to acid and radiation damage, so The Ant's *Acid Bombs* or Mentor's *Electron Beam* can hurt him badly, if those heroes were selected.

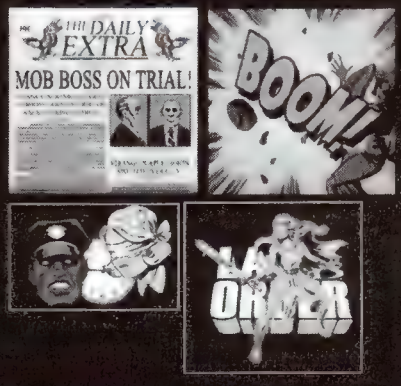
When the battle ends, Minuteman decides to bring Microwave back to Freedom Fortress. Can he be reprogrammed to fight for good? If anybody can do it, Mentor can.

MISSION 11: WANTED– THE MINUTEMAN

NOT ONLY DID WE MEET MICROWAVE AND THE 2-IN-1 TEAM OF LAW AND ORDER IN THE LAST MISSION, BUT ALSO THE SPEEDY BULLET–FOUR NEW SUPERHEROES IN ONE SHOT! DWIGHT ARROW, A COCKY FIGHTER JOCK, GETS ZAPPED BY ENERGY X WHILE ON PATROL IN NORTH VIETNAM. AFTER BAILING OUT OF HIS PLUMMETING JET, HE FLEES FROM VIET CONG PURSUERS ONLY TO DISCOVER HE CAN OUTRUN THEIR BULLETS! AND THUS, A NEW SUPERHERO IS BORN: THE BULLET!

11-1. DWIGHT ARROW SURVIVES A MYSTERIOUS JET MALFUNCTION OVER NORTH VIETNAM, EMERGING UNSCATHED AND FASTER THAN A SPEEDING BULLET!

BUT LET'S NOT FORGET OUR ANDROGYNOUS NEW ALLY. THE LIVES OF SARAH WHITNEY, JUDICIAL CLERK, AND DON SAMSON, HONEST ROOKIE COP, BECOME INEXTRICABLY LINKED BY A DRAMATIC BOLT OF ENERGY X. SARAH, BLINDED BY A MOB CAR-BOMB ATTACK, IS SECLUDED IN THE WITNESS PROTECTION PROGRAM TO TESTIFY IN THE BOMBING TRIAL. HER ASSIGNED GUARD, SAMSON, FIGHTS TO SAVE HER FROM PINSTRIPE'S HIT MEN. JUST AS ALL SEEMS LOST, ENERGY X BONDS THEM INTO THE SUPERHERO TAG-TEAM OF LAW AND ORDER.



11-2. SARAH WHITNEY AND DON SAMSON TOSSED THEIR FATES TOGETHER IN A SHOWDOWN AGAINST PINSTRIPE'S ASSASSINS. ENERGY X COMPLETES THE BOND AND FORMS THE 2-IN-1 ENTITY KNOWN AS LAW AND ORDER.

AVAILABLE MISSION HEROES

- MINUTEMAN
- LIBERTY LAD
- THE ANT
- MAN-BOT
- MENTOR
- MAN O' WAR
- SEA URCHIN
- MICROWAVE
- BULLET
- LAW/ORDER

ENEMIES

- TOUGH GUN THUG
- TOUGH BAT THUG
- CLONE CITIZEN
- CLONE COP
- DÉJÀ VU

PRIMARY OBJECTIVES: PART 1

- LOCATE THE STOLEN MONEYBAGS
- RETURN STOLEN MONEY TO BANK MANAGER

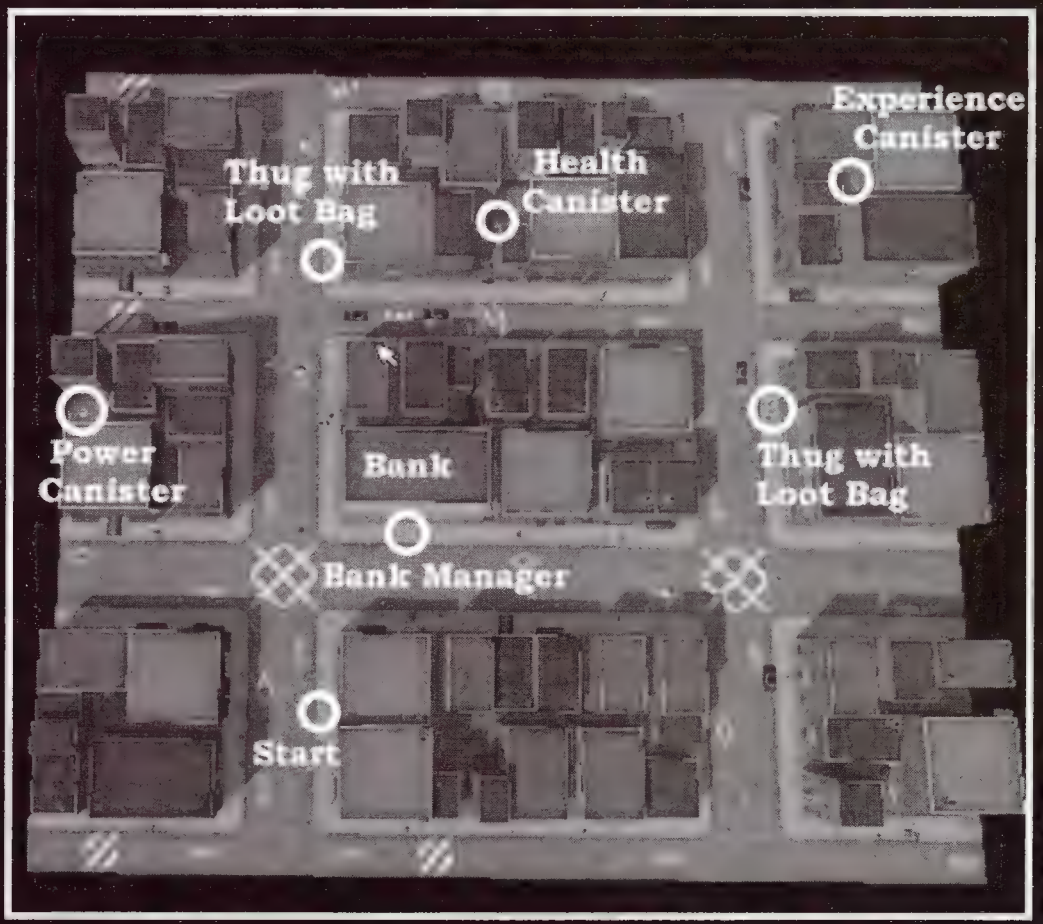
SECONDARY OBJECTIVE: PART 1

- APPREHEND ALL OF THE ROBBERS

WALKTHROUGH: PART 1

As the mission begins, Mentor uses his advanced knowledge to modify the behavioral circuits of Microwave the robot. Then we see a truly startling sight. The command center sensor screen reveals the spectacle of Minuteman robbing an armored car!

But wait—Minuteman is right here at the base. How can he be in two places at once? Energy X blips are appearing all over the city. As Minuteman says, "It's time to unmask this impersonator." For Freedom!



II-3. This is an overhead view of the first part of the mission.

CHOOSE YOUR TEAM

You begin with Minuteman and Liberty Lad. Many of the foes you face in this mission are resistant to radiation damage, yet vulnerable to acid damage. This being the case, select The Ant (and his wonderful *Acid Bombs*) and leave the radiation-heavy Microwave behind. El Diablo can be very useful, too. You face your first flying enemies, and he can track them well through the air.

Mentor, like Microwave, has radiation-inflicting attacks, plus his *Mental* attacks are less potent against enemies in this mission. Also, Man-Bot's lack of speed can be a liability. Man O' War doesn't have a special ability that helps here, but he will become a critical team member in several later missions. Consider adding him just to build his XP for training.

FIRST MONEYBAG

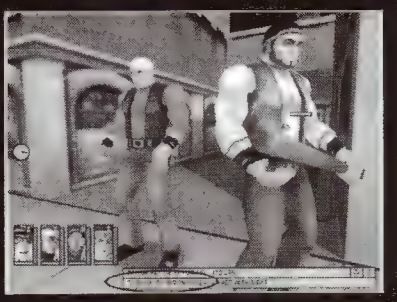
Robbers stole two bags of loot from the bank. Your team starts on a city street; six thugs gather just around the corner. However, the moment Freedom Force approaches, the mob disperses and runs off in two different directions! Ignore the bad guys who exit to the right, because you'll meet them again soon enough. Instead, send your entire team straight down the street and across the intersection.

When the fighting begins, Liberty Lad makes an astute observation: "Jeepers! These thugs seem stronger than any we've faced before!" Sure enough, roll your cursor over any of them; the Status bar describes each thug as a "Duplicated Wrongdoer" with 35 hit points.

11-4. The first group of thugs gathers across the street from the Malt Shop. They scatter in two directions when you approach!

Duplicated? What treachery is this? Could there be copycats all over the city? Let's find out.

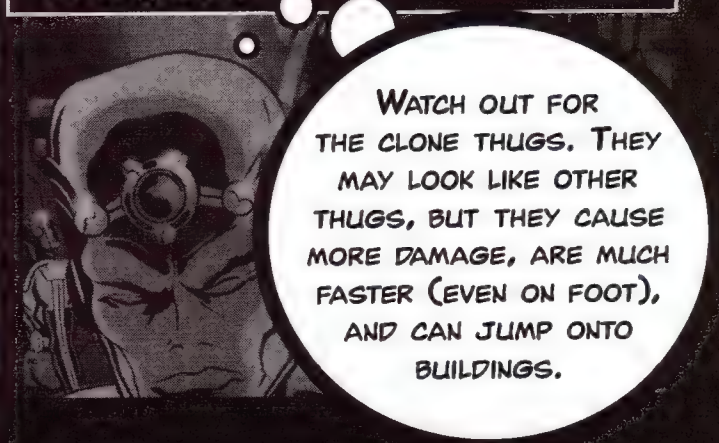
11-5. These thugs may look like the same old gang, but check out the Status bar noting "Duplicated Wrongdoer."



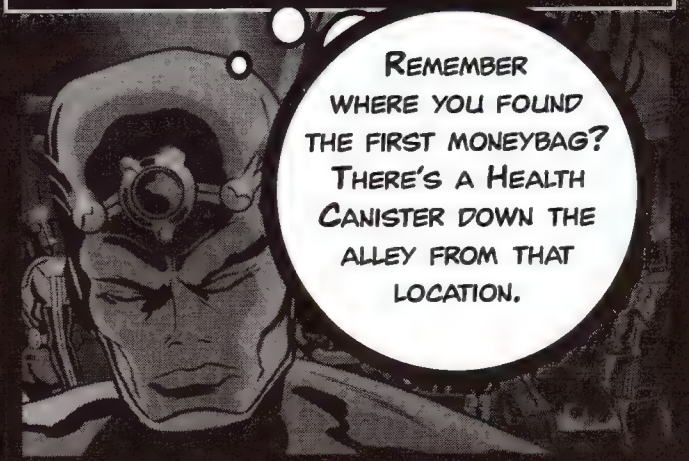
Wipe out any thugs who might return to attack at the intersection, and then send any hero to the alley directly across the street from the Wok Roll Chinese restaurant on the corner. Follow the alley to grab a **Prestige Canister** (guarded by a thug) and return to the team. Across the street to the left is a **Power Canister**.

Now direct your team across the intersection (following the "Tough Bat Thug"). Proceed to the alley on the right at the end of the street. Scrub the dirty thugs out of the alley. One has a moneybag on him; when you KO him, he drops it. Don't forget the **Health Canister** in the alley.

TOUGH CLONES



HEALTH DOSE



SECOND MONEY BAG

Follow the alley to the right to emerge onto the street. Turn left, walk past the Giant Department Store (on your left) to the next intersection, and then cross the street, veering right. Another group of thugs loiters in another alley.

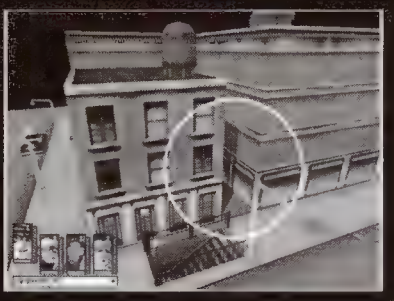
11-6. One of the crooks in this alley has the second moneybag.

As you approach this group, one hoodlum makes an odd comment: "Minuteman? Boy, I'm glad you're here! Time to bust up that jewelry store!" Of course, he's mistaken the genuine article for the cheap imitation. Wipe out all of these thugs to complete a secondary objective.

One of them drops another moneybag, so pick it up. You've now recovered all of the pilfered loot.

GET SOME EXPERIENCE

Before you return the money, select a hero to receive a boost of XP. From the alley where the thugs congregated, walk around the corner to the right, cross the street, and enter the alley by the subway entrance, next to the building with the water tank on top (see 11-7). A nice **Experience Canister** twirls just down the alley. Grab it and return to the FF team.



11-7. Look down the alley behind the subway entrance to find an *Experience Canister*.

RETURN THE LOOT

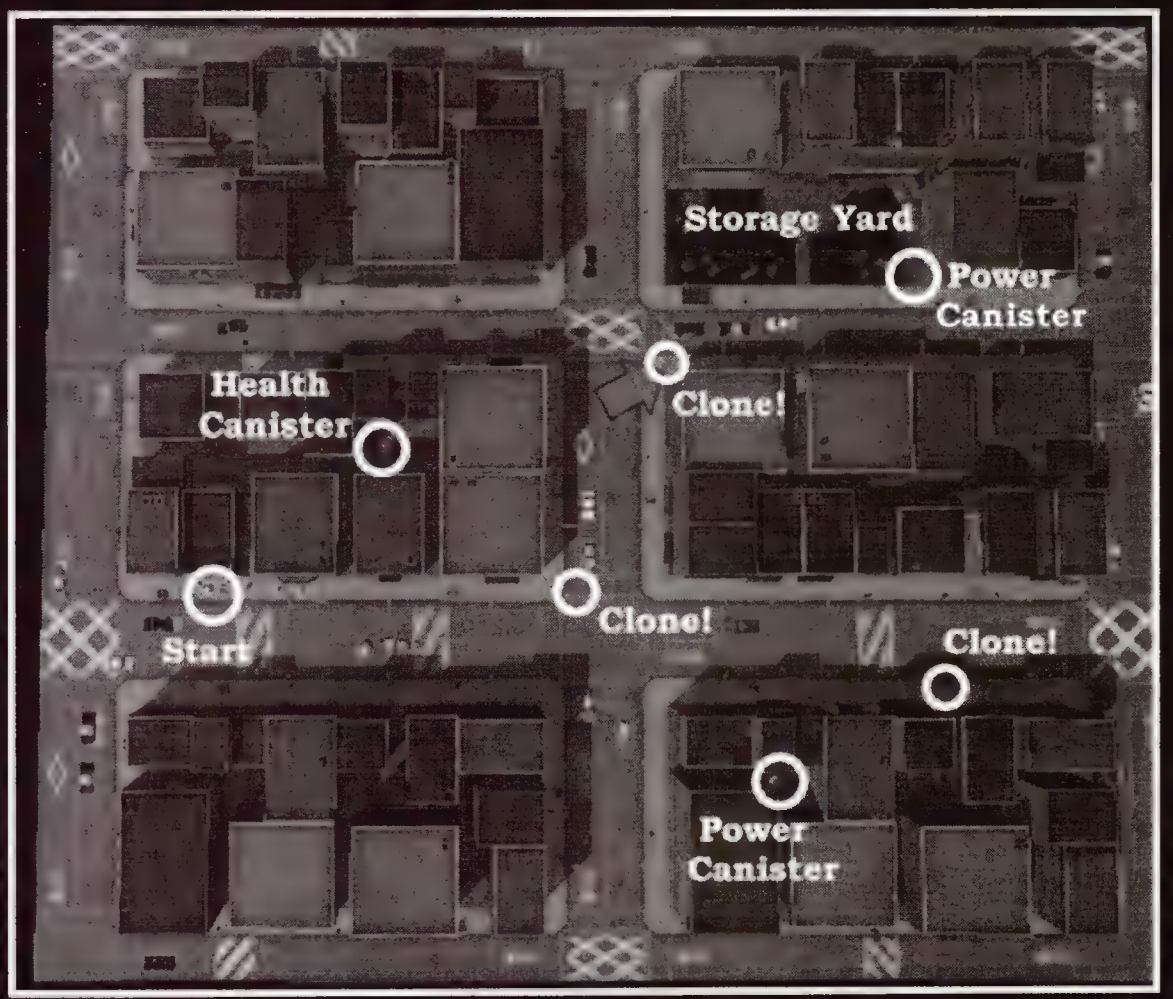
Follow the red objective arrow to the front of the 1st National Bank of Patriot City. The businessman with the red exclamation icon over his head is the bank manager; click on him to return the money.

11-8. Talk to the bank manager to return the loot and trigger Minuteman's arrest.

Uh oh, two cops run up to arrest Minuteman. As befits a noble leader, the Freedom Force founder goes peacefully. Meanwhile, Alchemiss reports that the Minuteman imitator is knocking over a jewelry store at that very moment. Looks like the only way to clear Minuteman's name is to catch the imposter.

PART 2: CLEAR MINUTEMAN'S NAME!

The next section begins in front of Joe's Jewelry: "Finest Gold and Gems." Your trio of heroes (given no replacement for Minuteman) arrives just a tad late; the Minuteman imposter runs off while four more thugs fight it out.



11-9. Here's an overhead view of the second part of the mission.

PRIMARY OBJECTIVES: PART 2

- Bring the Minuteman clone to justice
- Keep Liberty Lad safe

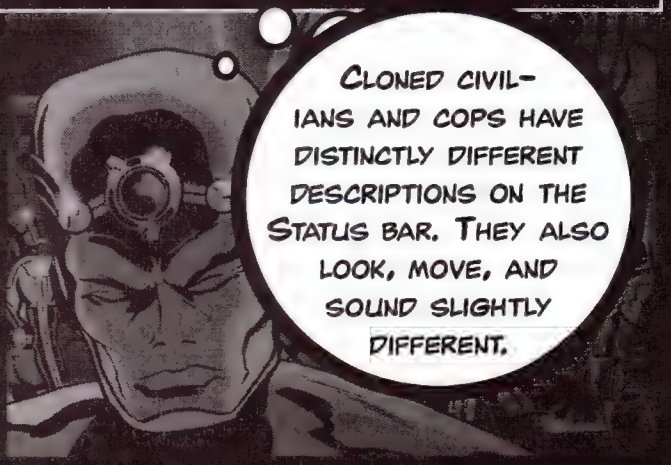
SECONDARY OBJECTIVE: PART 2

- Apprehend all of the robbers

CITIZENS AMOK!

Wipe out the "duplicated wrongdoers" (tough thugs) and continue past the jewelry store to the next intersection. There, a female civilian speaks in a strange voice. Note her oddly stooped posture. When you move the cursor over her, the Status bar describes her as an "unusual inhabitant of Patriot City." *Hmmm.*

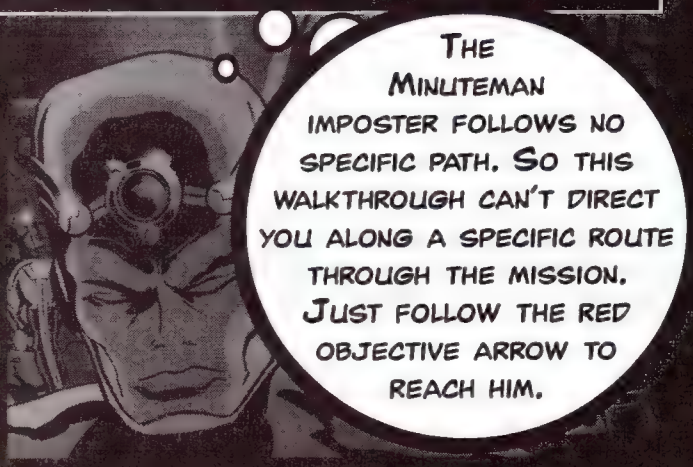
CLONE TIP-OFF



11-10. Cloned citizens shuffle awkwardly when they walk, and they talk in a menacing fashion.

When you talk to the "unusual inhabitant," she attacks! Not only that, but she dedicates her hostile action: "For the Master!" Knock her out and jaywalk across the intersection. Then find the glowing **Health Canister** down the alley behind the Café.

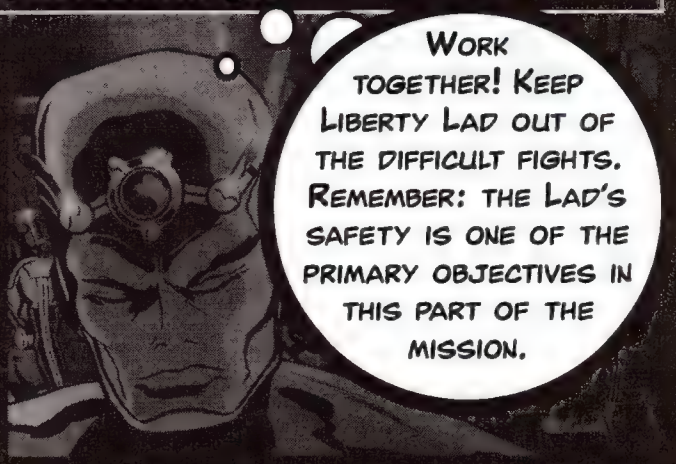
RANDOM DESTRUCTION



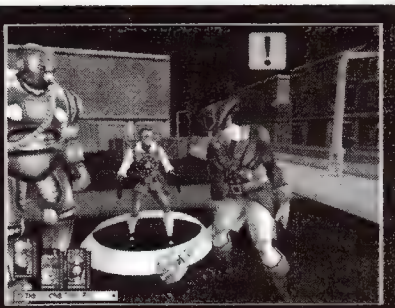
FOLLOW THE IMPOSTER

Now follow the red arrow. The evil Minuteman clone will wander randomly about the city, wreaking destruction until you apprehend him. Therefore, he's your first target. Ignore other thugs and clone civilians if possible.

PROTECT THE LAD



The Minuteman replica is quite well-cloned, featuring all of the real Minuteman's **80 HP**, his powers, and his attributes (including a vulnerability to acid and radiation damage). He has a tendency to pick up nearby objects for tossing—cars, dumpsters, crates, whatever he can find. If you catch up with the imposter near the storage area (see the **Storage Area** section), he may toss explosive, oil-filled barrels at your crew.



11-11. Amazing likeness, isn't it?

After knocking out the cloned Minuteman, he agrees to spill the beans. But don't interrogate him until you scour the other clones from the rest of the city.

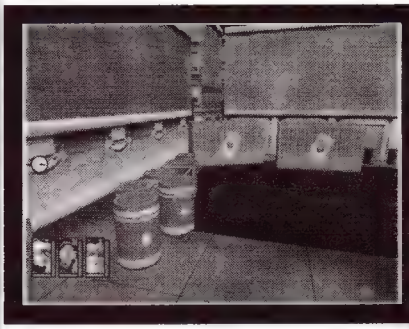
SCOUR THE CITY CLEAN

On one street, a normal thug makes the mistake of mugging a cloned woman. Listen to her unusual retort about being "a minion of Déjà Vu." Knock her out, and then tackle the thug, too.

On another corner, an evil cop opens fire. His status bar reads, "Defender of the wicked, keeper of the lawless." A pretty good sign he's a clone, too. Dispose of him and continue around the corner behind him to a storage yard.

STORAGE YARD

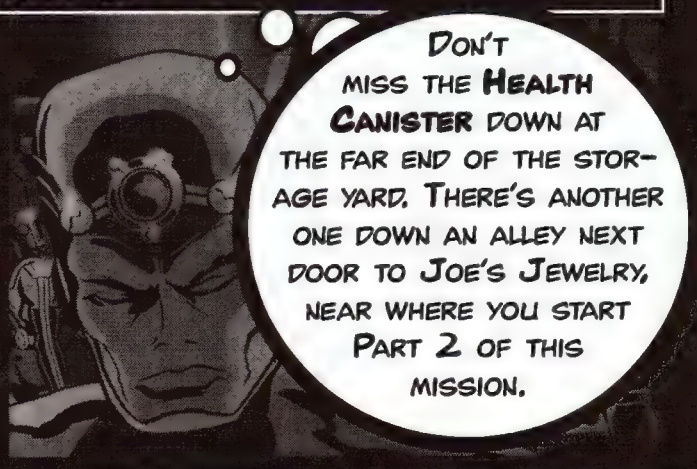
Five tough thugs spill out of the alleys as you approach the storage yard area. If the evil Minuteman is here, too, you face a brutal fight. Depending on his position, faux-Minuteman's first move may be to pick up a nearby crate or taxicab for a deadly toss. Or, he may retreat into the fenced storage yard full of crates and dangerous explosive barrels.



11-12. The storage yard holds dangerously explosive goods. Blast barrels from afar to damage enemies standing near them.

One obvious tactic is to zap any barrels near the cloned Minuteman using ranged attacks, thus exploding them to inflict damage.

HEAL UP

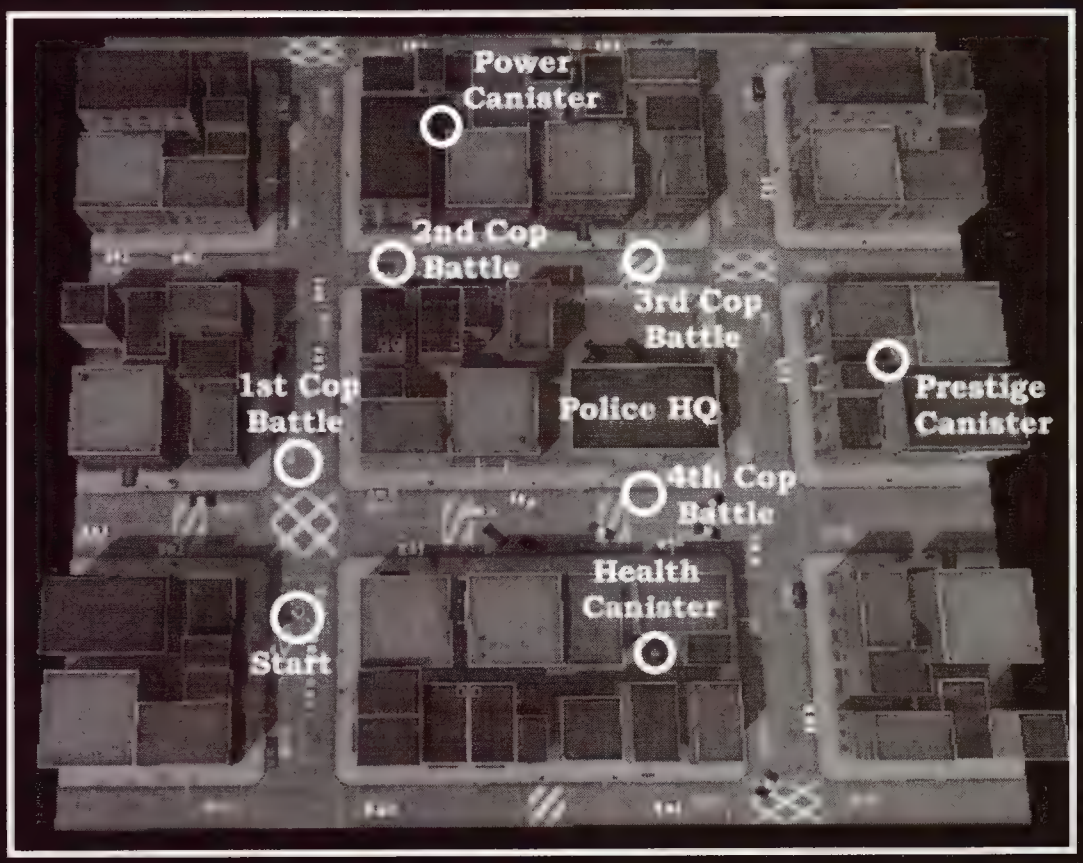


Again, don't interrogate Minuteman until you complete the secondary objective of apprehending all the bad guys. When you get the last one, Liberty Lad says: "Take two aspirin and call your lawyers in the morning." Good advice!

Now you can interrogate the bad Minuteman. He remains belligerent, calling you "do-gooder ninnies." Off to the police station with him!

PART 3: GOOD COP, BAD COP

The third part of the mission opens with a pitched gun battle in the middle of the street, pitting two bad cops against a good cop. The evil cops are actually clones, and they have some remarkable powers as we'll soon see.



11-13. Here's an overhead view of the third part of the mission.

PRIMARY OBJECTIVES: PART 3

- Defeat all of the duplicate cops
- Keep Liberty Lad safe
- Talk to the police chief at the station

SECONDARY OBJECTIVE: PART 3

- Protect the cops and their station

FIRST COP FIGHT!

Pause the game and move your cursor over the battling cops. Read the Status bar: One cop is good—"Defender of the weak, keeper of the law"—the other two are bad. Quickly nail the two bad cops! After they go down, Alchemiss reports that the Freedom Fortress computer can distinguish good cops from bad cops. Excellent!

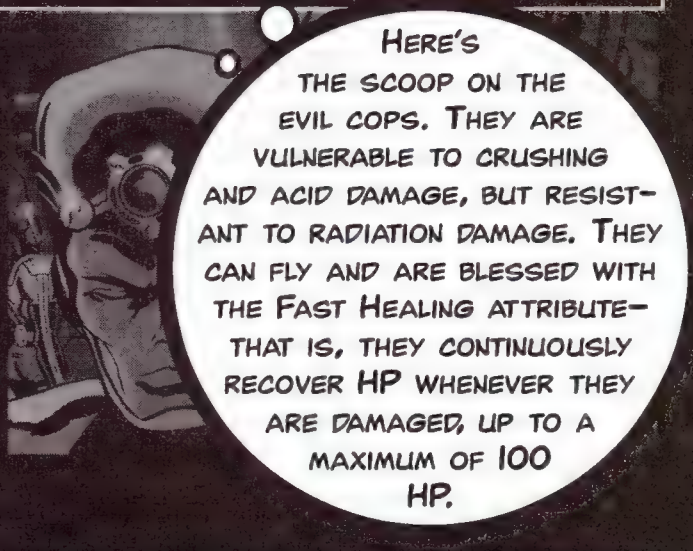
11-14. Bad cops look exactly like good cops, but the Status bar gives away their evil orientation.

EVIL POLICE TIPS

Duplicate cops fly away if you try to attack them in direct melee. Stun them from a distance first, and then close in quickly for a melee or wielded attack.

You can also wait until evil policemen start their shooting motion before you launch a melee attack. This locks them into the shooting animation, and they can't fly off.

DUPLICATE COP STATS



HERE'S THE SCOOP ON THE EVIL COPS. THEY ARE VULNERABLE TO CRUSHING AND ACID DAMAGE, BUT RESISTANT TO RADIATION DAMAGE. THEY CAN FLY AND ARE BLESSED WITH THE FAST HEALING ATTRIBUTE—THAT IS, THEY CONTINUOUSLY RECOVER HP WHENEVER THEY ARE DAMAGED, UP TO A MAXIMUM OF 100 HP.

SECOND COP FIGHT!

FOLLOW THE RED ARROW DOWN THE STREET AND AROUND THE CORNER. THE GOOD COPS ON THE NEAR SIDE EXCHANGE GUNFIRE WITH TWO BAD COPS ACROSS THE STREET UNDER THE HOTEL SIGN. A THIRD BAD COP OPENS FIRE FROM THE ROOFTOP. SEND EL DIABLO OR LIBERTY LAD AFTER THE HIGH SHOOTER, AND DIRECT EVERYONE ELSE'S RANGED ATTACKS AT THE STREET SCUM. (TRY A MELEE ATTACK AND SEE WHAT HAPPENS. EVER HEARD THE EXPRESSION, "WHEN PIGS FLY"?)

11-15. BAD COPS CAN JUMP AND FLY. HIT THEM WITH RANGED ATTACKS WHENEVER POSSIBLE.

BEFORE YOU LEAVE, SEND YOUR HERO OF CHOICE TO CONSUME A **POWER CANISTER** IN AN ALLEY BETWEEN THE BUILDINGS JUST ACROSS THE STREET. THEN GUIDE YOUR TEAM DOWN THE STREET TOWARD THE FENCED OPEN LOT, WHERE YET ANOTHER GUNFIGHT BREAKS OUT.

THIRD COP FIGHT!

MORE COPS ENGAGE IN A ROYAL GUN BATTLE. THE BAD COPS ARE ON THE SAME SIDE OF THE STREET; A COUPLE OF CLONES OPEN FIRE FROM THE ROOFTOPS. ELIMINATE THEM AND CONTINUE AROUND THE CORNER TO THE FENCED LOT.

11-16. THE THIRD COP BATTLE RAGES NEAR THIS OPEN LOT. DON'T MISS THE *PRESTIGE CANISTER* DOWN THE ALLEY ACROSS THE STREET!

ACROSS THE STREET FROM THE LOT, A **PRESTIGE CANISTER** IS TUCKED IN AN ALLEYWAY BEHIND THE ROW OF BUILDINGS. SEND LIBERTY LAD OR EL DIABLO OVER THE ROOFTOP AND DOWN BEHIND THE BUILDINGS. (IT DOESN'T MATTER WHO GRABS THE CANISTER, SINCE PRESTIGE POINTS GO TO THE WHOLE FREEDOM FORCE TEAM.)

NOW FOLLOW THE RED ARROW AROUND THE CORNER TO THE BARRICADED STREET... AND THE MOTHER OF ALL COP BATTLES.

FOURTH COP FIGHT!

THE GOOD COPS FIRE FROM ACROSS THE STREET; THE BAD COPS (OR "CARBON COPS," AS LIBERTY LAD CALLS THEM) CAMP RIGHT IN FRONT OF THE PATRIOT CITY POLICE DEPARTMENT HEADQUARTERS. SOME ARE ON THE ROOF, TOO. IT DOESN'T LOOK GOOD, DOES IT?

11-17. THE FINAL FIGHT AGAINST CLONE COPS TAKES PLACE RIGHT IN FRONT OF POLICE HQ.

Moving targets are tough to hit, so try to stun the bad cops from a distance while they're still on the ground. Once you knock them out, you complete the primary objective of defeating all the duplicate cops. You then get a new primary objective: *Talk to the Police Chief at the station.*

Meet Déjà Vu: *Have We Met Before?*

Find the Police Chief in front of the station and talk to him. Just as he starts to tell you about some creep named Déjà Vu, the creep suddenly appears. Déjà Vu is a horrible poet, but he makes a nice clone—four of them, in fact.

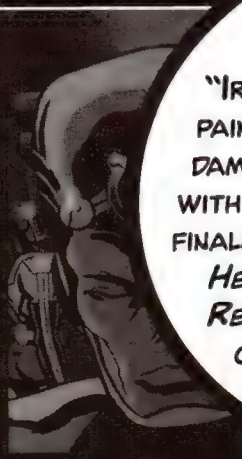
11-18. Meet Déjà Vu, your primary nemesis for the next several missions.

Which Déjà Vu is real and which isn't? It's actually quite easy to tell. As Alchemiss points out, the clones seem weaker than the original. Pause the game and move your cursor over the various iterations of the evil clonemaster. Most have 40 HP, but one has 80 HP. That's the real villain.

11-19. Find the real villain by mousing over the various Déjà Vus and checking the Status bar. He has 80 HP, while his clones have only half that.

Focus your attacks on the 80 HP version of Déjà Vu, ignoring the clones. (Yes, they can hurt you, but all clones disappear the moment you vanquish the real Déjà Vu.) Déjà Vu is particularly vulnerable to crushing attacks, so sick all your big punchers on him with their most powerful melee attacks. He doesn't like acid damage, either.

Heal Thyself



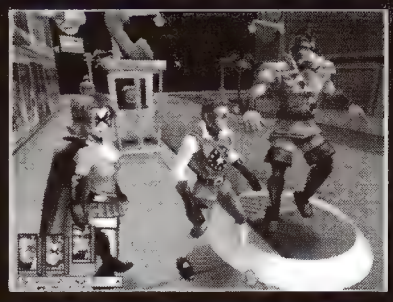
Déjà Vu and his clones are tough and can "Irradiate" you, inflicting a painful state of progressive damage. However, your fight with these foes is the mission finale, so don't hesitate to use *Heroic Recovery* or *Heroic Remedy* to heal in the heat of battle. It will all be over soon... trust us!

Subdue him, interrogate him, and you complete all of your objectives. Unfortunately, the dangerous goon manages to escape, but not without leaving a riddle clue to the whereabouts of Minuteman. Sounds like your leader's in the park.

MISSION 12: DEJA WHO?

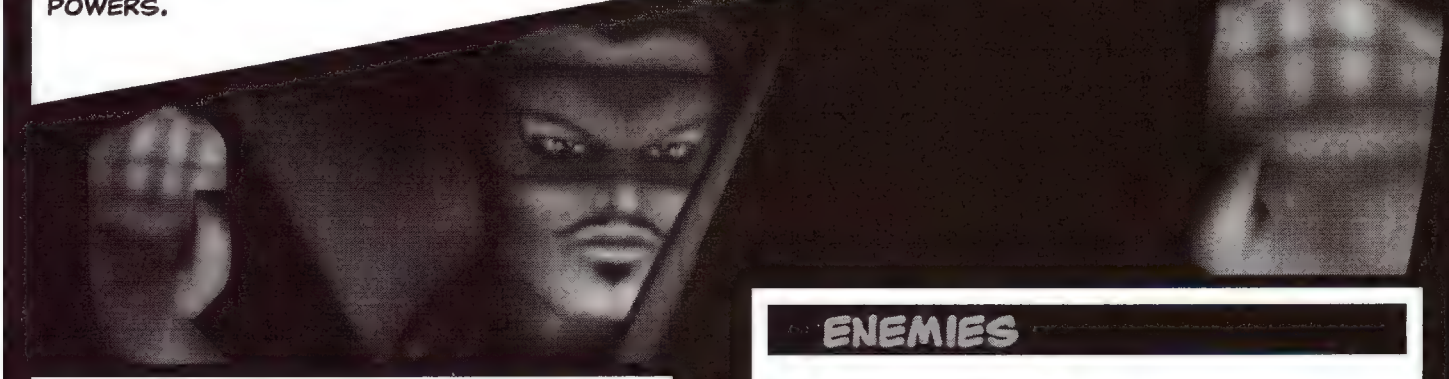
Back at Freedom Fortress, our heroes finally figure out that "lark" rhymes with "park." The Ant's quick scan of the park reveals several weak Energy X signals. What does this mean? Let's pick a team and find out. You can only pick two heroes on this mission, as Liberty Lad is already pre-selected.

More of Déjà Vu's flying clone cops no doubt buzz the park like insects. A good remedy: Alchemiss can knock flyers out of the air with her *Repulsion* attack, so add her to the squad. El Diablo is good against flyers, and his ranged attacks keep clones at bay.



12-1. This trio can handle anything Déjà Vu throws at you.

Consider Man O' War for the final slot, too. He's not necessarily the best choice here, but he'll be absolutely indispensable in upcoming missions. Bring him to the park to boost his experience and to further master his powers.



AVAILABLE MISSION HEROES

- LIBERTY LAD
- ALCHEMISS
- MAN O' WAR
- MAN-BOT
- THE ANT
- MENTOR
- SEA URCHIN
- BULLET
- LAW/ORDER

ENEMIES

- CLONE CITIZEN
- CLONE COP
- CLONE MINUTEMAN

PRIMARY OBJECTIVES: PART 1

- FIND MINUTEMAN AND RESCUE HIM
- LIBERTY LAD MUST NOT BE DEFEATED

SECONDARY OBJECTIVE: PART 1

- DEFEAT ALL DUPLICATE COPS IN THE PARK

WALKTHROUGH: PART 1

The park is down the street, directly ahead. But before you proceed, speak to the nearby female civilian. She says, "I dunno what's going on with that statue, but that purple guy said, 'My prisoner for all time.' Does that make any sense?"

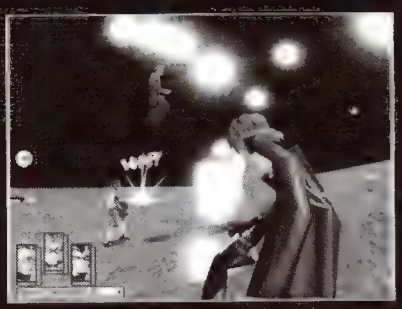
12-2. A bird's-eye view of the park.

Hmmm. The purple guy must be Déjà Vu. If the statue is his prisoner, then who might the statue be? (Take a wild guess.)

Time for combat. This street is like running a gauntlet—clone cop on the left roof, clone cop on the ground, two thugs in the right-hand alley, a female civilian clone down the block. If El Diablo is on your team, get him aloft and send him after roof dwellers, hitting them with *Tongues of Flame* from the air.

Use primarily ranged blasts from Man O' War (*Storm Bolt*) and/or Alchemiss (*Arcane Bolt*) on the street cops. Again, flying cops lift and zoom away if you try to hit them with a melee attack, unless they're engaged in their shooting motion.

12-3. Use Alchemiss to knock flying cops out of the sky with her *Repulsion* attack.



ALTERNATE TACTIC

Run Liberty Lad or Man O' War in tandem with Alchemiss up to any cop on the ground, but don't target the cop for attack at first. Wait until the cop reaches for his gun and starts to shoot. Then hit him with the *Ol' One-Two* or a mighty *Pressure Punch*. If the cop flies, knock him back down with a *Repulsion* blast from Alchemiss.

CONSTRUCT-A-POEM

After you clear the street area, proceed to the corner. Find the citizen with the icon over his head and listen to his message. Yes, sounds like Minuteman is imprisoned in a statue. The civilian remembers the first part of the weird guy's message: "I've got your leader in a bind." Remember that Déjà Vu is a rhyme fanatic.

Head for the park gate. More citizens have stories to tell. One fellow gives more of the rhyme: "He can't come out until you find. Four stunning stanzas of my..." But that's all he heard. Put it together. (Don't worry. If you don't, Liberty Lad will.)

A couple near the gate stands peacefully gazing across the grass. If you talk to them, you get this exchange: "Isn't the park lovely this time of year? It's simply delightful." As Liberty Lad says, seems innocent enough. But believe us, it's a harbinger of what lies ahead.

12-4. Talk to all of the citizens with red icons over their heads, unless the Status bar reveals them to be "unusual inhabitants of Patriot City." You need their clues to free Minuteman.

PARK POLICE

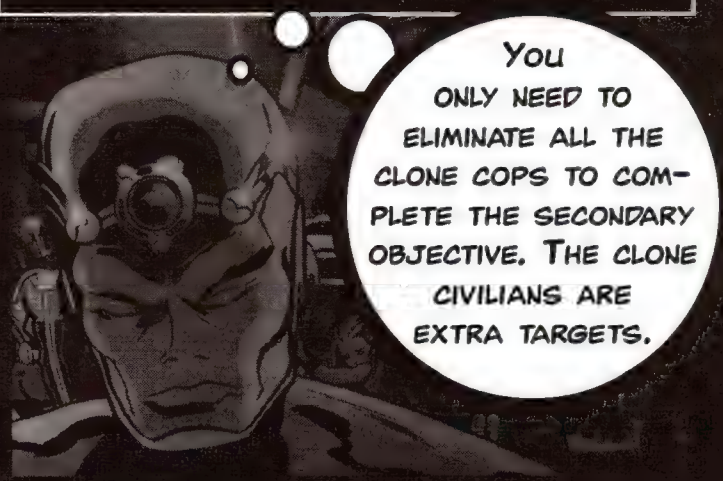
Follow the red objective arrow to the left. A pair of male civilians staggers through the trees like zombies (see 12-5). Put the cursor on them to see they are "unusual inhabitants of Patriot City"—Freedom Force code for "clones." In fact, these fellows are walking booby traps. If you click on one and hear, "Lovely weather we've been having!" you can bet he'll explode with energy.

12-5. Keep a healthy distance from male civilian clones like this guy. Any confrontation with him will blow up in your face—literally.

Therefore, don't talk to these grim fellows. Instead, just blast them from a good distance with ranged attacks.

A nearby officer of the law says, "Jaywalking is a criminal offense... punishable by death!" and opens fire on your team. Ah, must be another clone. When you go after these evil cops, keep Alchemiss at hand. If a cop takes off flying, nail him with her *Repulsion* attack to knock him down. (You can also launch Man O' War's *Storm Bolt* or El Diablo's *Tongues of Flames* to deal a double shot.)

SECONDARY OBJECTIVE



Work your way around the outer edges of the park, using the aforementioned tactics to eliminate evil cops and civilians. Once all the cops are history, you accomplish the secondary objective. Complete your swing around the park edges, looking for any remaining civilian clones for extra Prestige Points.

12-6. If Liberty Lad knows the poem (heard from citizens outside the park), Minuteman emerges from the statue. Or does he?

Minuteman seems a little goofy. He calls Liberty Lad "kiddo" and offers to lead the team right to Déjà Vu. His voice sounds a little odd, too. But what the heck, follow the leader!

FREE THE BOSS

Now approach the Minuteman statue in the center of the park. Click on it to trigger a scene in which Liberty Lad repeats the lines of the poem, adding the word "rhyme" at the end to complete the stanza. This frees Minuteman. Click on him again to talk.

PART 2: BAREFOOT IN THE PARK

Minuteman leads the team right into a hostile circle of evil minions. Then, out of the forest steps a stunning leaf-clad woman with a warning: "He's a clone!" Suddenly Minuteman attacks her! It's a trap! Who is this beautiful new ally?

12-7. Meet Eve. We've seen worse.

AMBUSH!

Yes, this new Minuteman imposter led you right into the teeth of a trap by Déjà Vu's cloned minions. To escape, sprint through the picnic tables and vendor stand behind you; they provide cover, cutting off cop shots as you escape the trap. Keep running until you open some space between you and your pursuers.

12-8. Run away! Find open ground, then turn and toss grenades at the pursuing posse of clones.

PRIMARY OBJECTIVES: PART 2

- Defeat the duplicate Minuteman
- Liberty Lad must not be defeated

SECONDARY OBJECTIVE: PART 2

- Find and defeat all clones in the park

Direct Liberty Lad to toss grenades at the chasers. If he doesn't have *Energy Grenades* by now, *Stun Grenades* work just as well. Have your other heroes launch ranged attacks. Immediately target the Minuteman imposter with Alchemiss' *Repulsion* if he hefts a boulder or other large object; you want to knock him down before he can toss it.

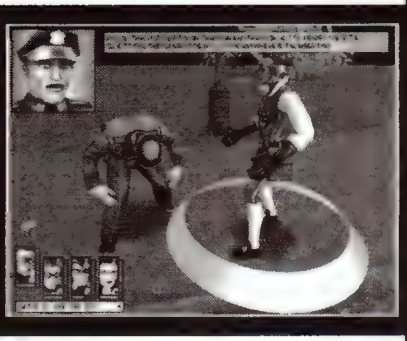
12-9. Focus your main attention on the Minuteman clone. He wants to toss stuff at you, so keep knocking him down.

Clone Stanzas

Head toward the nearby cobblestone walkway and defeat another evil cop. This one has something to say. If Liberty Lad interrogates him, asking where Minuteman is, the cop may reply:

"This puzzle's tough, through and through. But to assist I've got a clue. To foil the plans of Déjà Vu, look anywhere but number two." Will the riddles never cease?

12-10. Various park clones offer riddle clues when you defeat them. Note each one!



Aim Short with Grenades

Energy Grenades are very powerful devices, but you must master the art of tossing them. They bounce and roll past the spot you aim for, so toss short, aiming at a point about halfway between Liberty Lad and his target. Remember to make allowance for the target's movement, too.

Random Minuteman

The correct answer indicated by the combined riddle clues randomly changes each time you play.

After wiping out the clone posse, return to Eve and talk to her. She explains that Minuteman is frozen inside one of the statues. What statues? Keep looking.

Now head around the outside edge of the park, eliminating any other clones you find. Continue to wipe out clone hordes, moving your team from one open area to the next for clear shots at the lurching, zombie-like civilians. Some of the clones will toss more riddles at you, such as:

"Just you keep looking, little one, but Minuteman's not behind door number one."

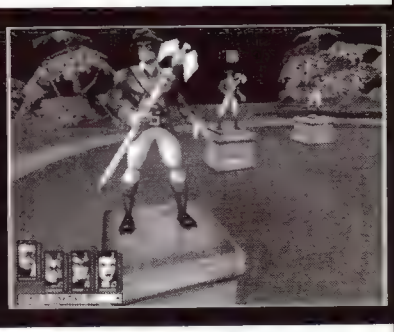
"You'll find your friend, alive and well, banished in a stony shell. But look for someone marked with five and you'll be lucky to escape alive!"

"Minuteman will fight no more, locked away anywhere but four."

"There's a trick to all of this you see. Minuteman's not sitting on statue number three."

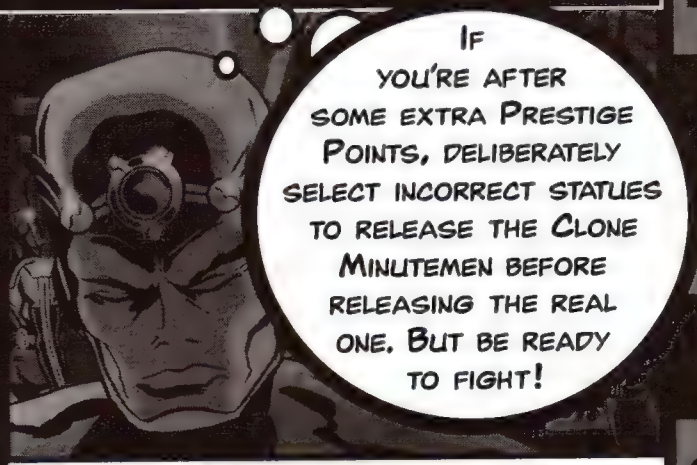
After you find and defeat the last clone, you've completed the secondary objective. Now head for the statues on the paved courtyard area. Déjà Vu tells you four of the statues are "a lie." Which one is the real Minuteman?

12-11. After you hear all the clues, put two and two together to eliminate four and come up with one.



Just look at the clues. According to the riddles, Minuteman is not in four of the statues. Examine the base of the statues by the feet. Each is numbered, 1 to 5. The correct Minuteman is the statue marked with the number not mentioned in the riddle clues. But wait—before Liberty Lad selects that statue, check out the tip on this page.

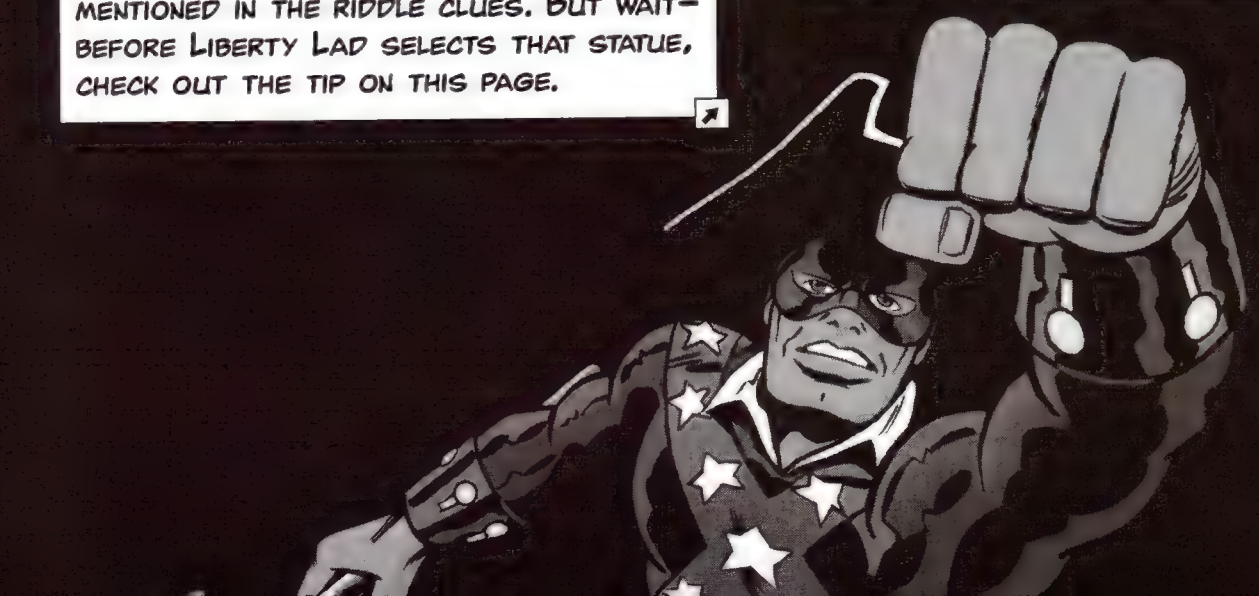
Prestige Bonus



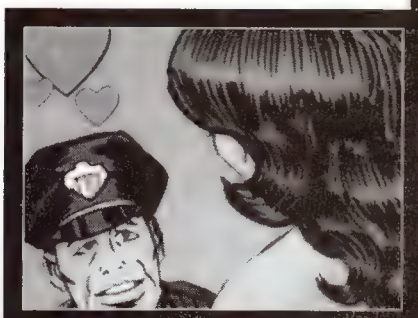
If Liberty Lad selects any of statues mentioned in the riddles, a hostile Clone Minuteman is released and begins to attack. Liberty Lad calls in the Freedom Flyer to transport your fearless leader, your squad, and the winsome newcomer Eve back to Freedom Fortress.

12-12. Select the one statue not eliminated by the riddle to free Minuteman. The correct statue number changes each time you play the mission.

But you can't get away without one last, ominous warning from Déjà Vu!



MISSION 13: SEEING DOUBLE



This mission begins with the story of Eve, a woman of nature and archer supreme. Nobody, not even Eve, knows her true origin. Her sudden appearance in Patriot Park electrifies (and scandalizes) the citizenry. Peaceful, gentle, loving, but deadly accurate with her bow, Eve keeps the forces of evil at bay in nature's wonderland.

13-1. The mysterious Eve emerges as if from the womb of Nature into the city park. Her ethereal powers are perfectly suited to the good cause of Freedom Force!

AVAILABLE MISSION HEROES

- EVE
- MINUTEMAN
- LIBERTY LAD
- THE ANT
- ALCHEMISS
- BULLET
- MENTOR
- MAN O' WAR
- SEA URCHIN
- LAW/ORDER

ENEMIES

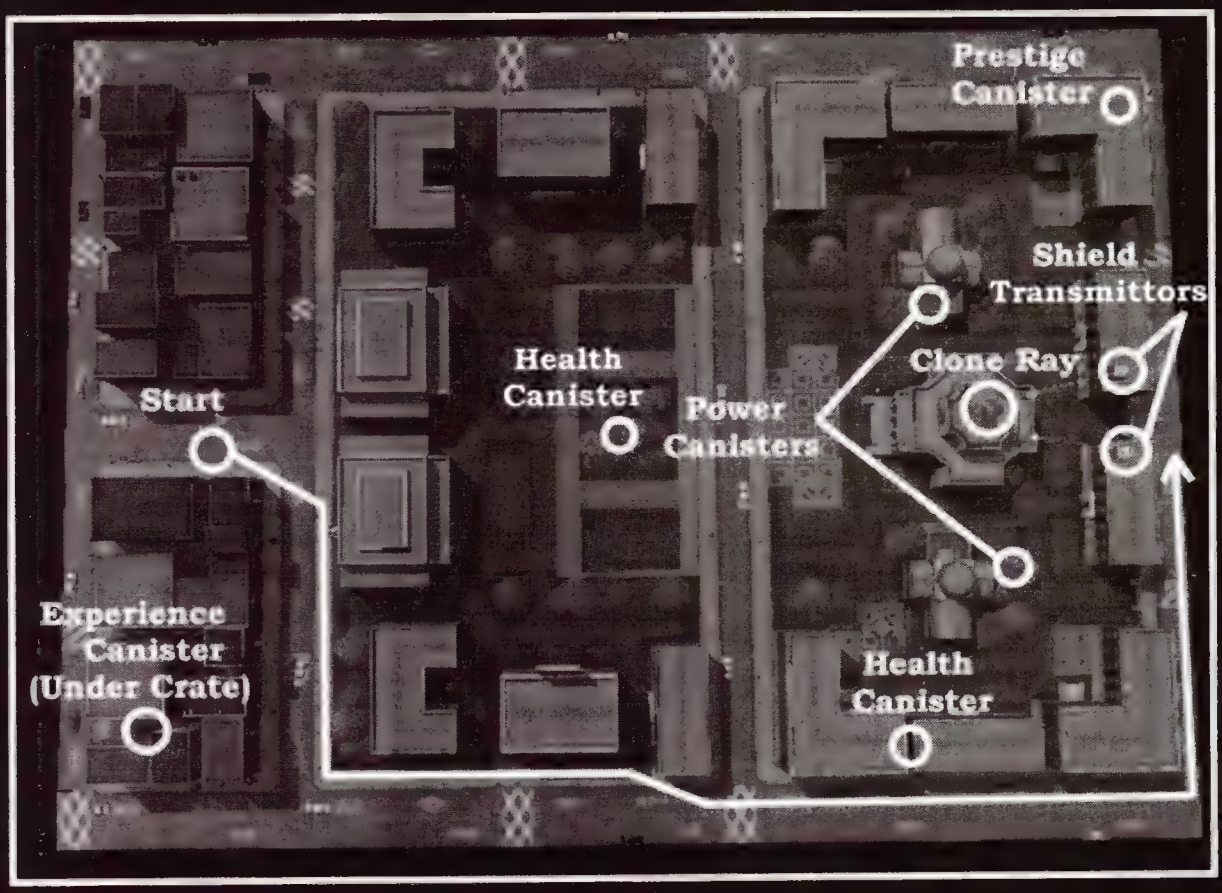
- CLONE CITIZEN
- CLONE COP
- DÉJÀ VU (AND CLONES)

PRIMARY OBJECTIVES

- FIND OUT WHAT DÉJÀ VU IS UP TO
- DESTROY THE CLONING RAY GUN!
- DON'T ALLOW ANY PART OF THE RAY GUN BUILDING TO COLLAPSE
- DISABLE THE SHIELD GENERATORS
- DEFEAT DÉJÀ VU!

WALKTHROUGH

As noted earlier, Eve leads this team. Minuteman is a natural addition, as his powerful attacks and *Minute Missile* are always highly effective, plus his jumping ability is much needed for the mission's primary task. Add Man O' War as you continue to build him up for later missions.

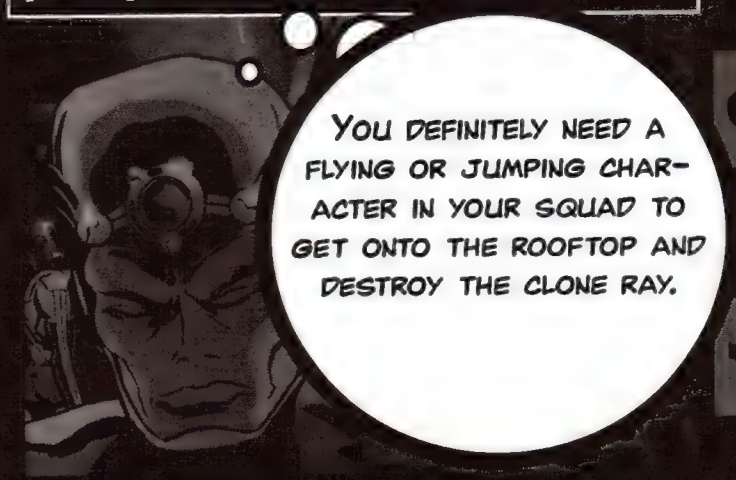


13-2. Here's an overhead view of the campus area.

13-3. Here's our favorite team for this mission—Eve, Minuteman, Man O' War, and Bullet.

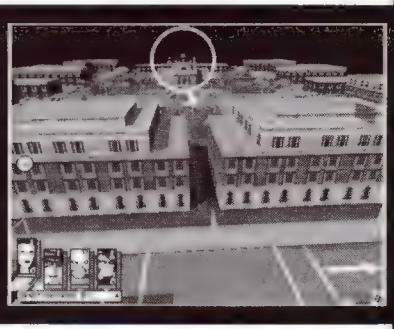
Bullet is a nice addition for this mission, too. His speed is most welcome against flying clone cops, since he can get in punches before they lift off. Also, Bullet's amazing agility also enables him to dodge the big ray gun's blasts.

TEAM TIP



THE LONG WAY AROUND

You start on the street just outside the university gates. As Eve says, "If he can see us, he can hit us." So move quickly to the sidewalk, out of the ray gun's line of sight. Just around the corner to the right lurks a clone cop. Give him a dose of Bullet speed—either *One-Shot Punch* or *Fist Flurry*. Bullet often gets in blows before a clone cop can leave the ground and fly away.



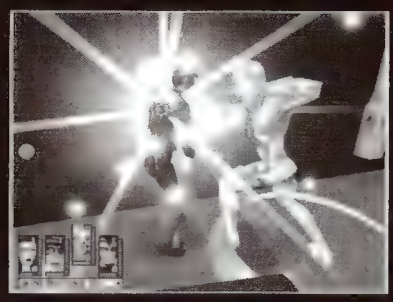
13-4. The cloning beam (circled here) looms across campus atop the administration building.

You could dodge and weave your way across the campus, avoiding ray gun blasts all the way, but that would be the hard way. The easy way is to run around the outside of campus along the streets, using the buildings to shield you from the big gun.

13-5. Move your squad around the outside of campus to avoid cloning beam blasts and pesky clone minions.

Continue around to the road running along the backside of campus (on the very back edge of the map). You run into a few clone cops along the way, but nothing your crack team can't handle.

Remember that clone cops fly out of range when pressed by slow-developing melee attacks like Minuteman's (unless he has *Vanquish*, a faster double-attack stroke). So hit them with beam or projectile ranged attacks when possible, or use Bullet's lightning-fast *Fist Flurry*.



13-6. Send Minuteman to smash the two shield transmitters, thus crippling the ray gun.

SMASH THE SHIELD TRANSMITTERS

See the two shield transmitters (see 13-6) atop the buildings on the far end of campus? These devices project power to the ray gun. When you reach them, have Minuteman hop up and smash one. Keep him *behind the transmitter* to avoid taking ray gun fire.

When the first transmitter explodes, it stuns Minuteman momentarily, and Déjà Vu fires the ray gun at your hero. When this occurs, continue to click on a nearby spot on the roof. Minuteman will usually regain his senses and move just in time to dodge the ray. Then quickly hop back down behind the building, out of sight.

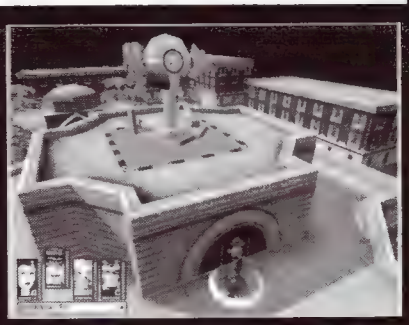
Now jump onto the other building and smash that shield transmitter, too. Again, stay behind the transmitter while you smash it. When it explodes, the gun is greatly weakened but still functional. So hop back down out of sight behind the building again.

CRUSH THE GUN

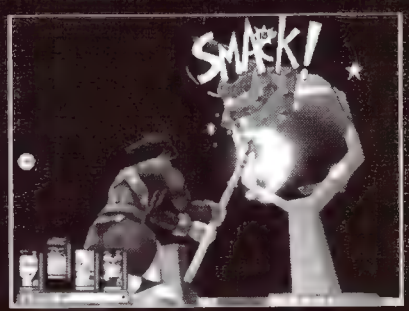
Send Bullet to pound apart the fence between the two buildings. (He can easily dodge if the ray gun spits out any last bursts.) When the fence is down, send your entire team directly to the wall of the building just under the ray gun.

Have Minuteman jump to the roof and hustle up to the low wall just beneath the cloning ray. The gun is still active, so stay out of its sight!

Move around to the side or behind the gun, then hop up and start pounding on Déjà Vu's reprehensible weapon of wanton replication.



13-7. Keep Minuteman out of the gun's firing radius. Then "smack" the dastardly ray with an over-powered *Smash* attack.



Start with an over-powered *Smash*. A blow or two will actually "stun" the gun, leaving it incapable of firing. Keep up the pounding, and finally... BOOM!

Déjà Vu All Over Again

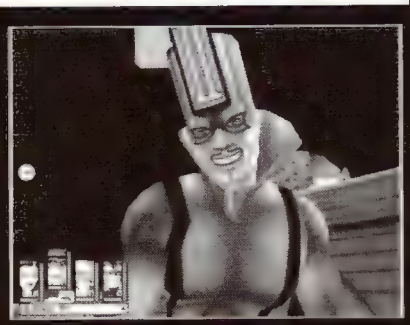
A distressed Déjà Vu appears, ready to seek revenge for the destruction of his beautiful ray gun. He spins off four clones of himself, but remember that the *true* Déjà Vu has twice the hit points of his clones, so he's easy to find. Just move the cursor over the various versions of Déjà Vu, and look for the one with about 80 hit points.

13-8. Déjà Vu and his clones deal out some serious Radiation damage. Keep an eye on your health bar!

Déjà Vu's opening Radiation attacks on Minuteman will be devastating, so hop down to your Freedom Force allies below as soon as possible. Heal Minuteman immediately with *Heroic Remedy*, and then organize your team's counterattack against the rhyming rogue.

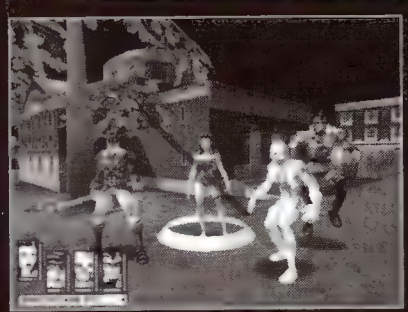
When you find the real Déjà Vu, focus your entire team's attack on him. Once he's defeated, his clones simply disappear. But don't interrogate him yet!

13-9. Don't interrogate the beaten Déjà Vu until you mop up the clones roaming City University.



Mop-Up Points

First, heal your entire team and go on a point-padding spree. Wander around the campus, and beat up any remaining bad guys. You can find lots of cop clones and a few female civilian clones to knock out for Prestige Points.



13-10. With a full team, you can easily earn Prestige Points by eliminating any remaining clones on campus.

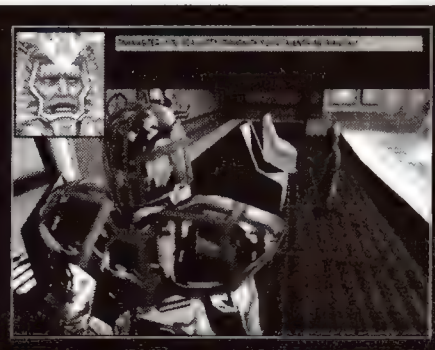
When you're finished, return to the cowering Déjà Vu and interrogate him. The giggling fiend has little to say and suddenly disappears in a flash of light. Back at Freedom Fortress, Mentor traces this exit to a temporal portal that originates 10,000 years in the future!

Rings of Rexor! Who could be so powerful as to manipulate the very fabric of the space-time continuum?

MISSION 14: ROBOTS ON THE RAMPAGE

So once again our heroes are safe at Freedom Fortress, and with all the new team additions, the Force is stronger than ever. But elsewhere... somewhere "lost in time"... two new, forbidding faces gaze upon Earth as a "child's playset" and a target for sinister intentions. Going by the names Mr. Mechanical and Time Master, they appear poised to unleash some sort of deadly mischief. What do they have in store for Patriot City and Freedom Force?

14-1. Who are these sinister characters, and what are their intentions? Mr. Mechanical and Time Master clearly have dark designs on Patriot City, and more!



Meanwhile, our heroes continue to worry about growing evidence of Lord Dominion's inexorable approach. Mentor claims we've only seen the beginning of the Domain's might. However, all the musing ends abruptly when Minuteman rushes into the room. *Action stations, team! Giant robots!* Patriot City is under attack!

AVAILABLE MISSION HEROES

- MAN-BOT
- MINUTEMAN
- BULLET
- MAN O' WAR
- EVE
- LIBERTY LAD
- THE ANT
- ALCHEMISS
- SEA URCHIN
- LAW/ORDER

ENEMIES

- MECH MAN
- FLAME MECH

PRIMARY OBJECTIVES: PART I

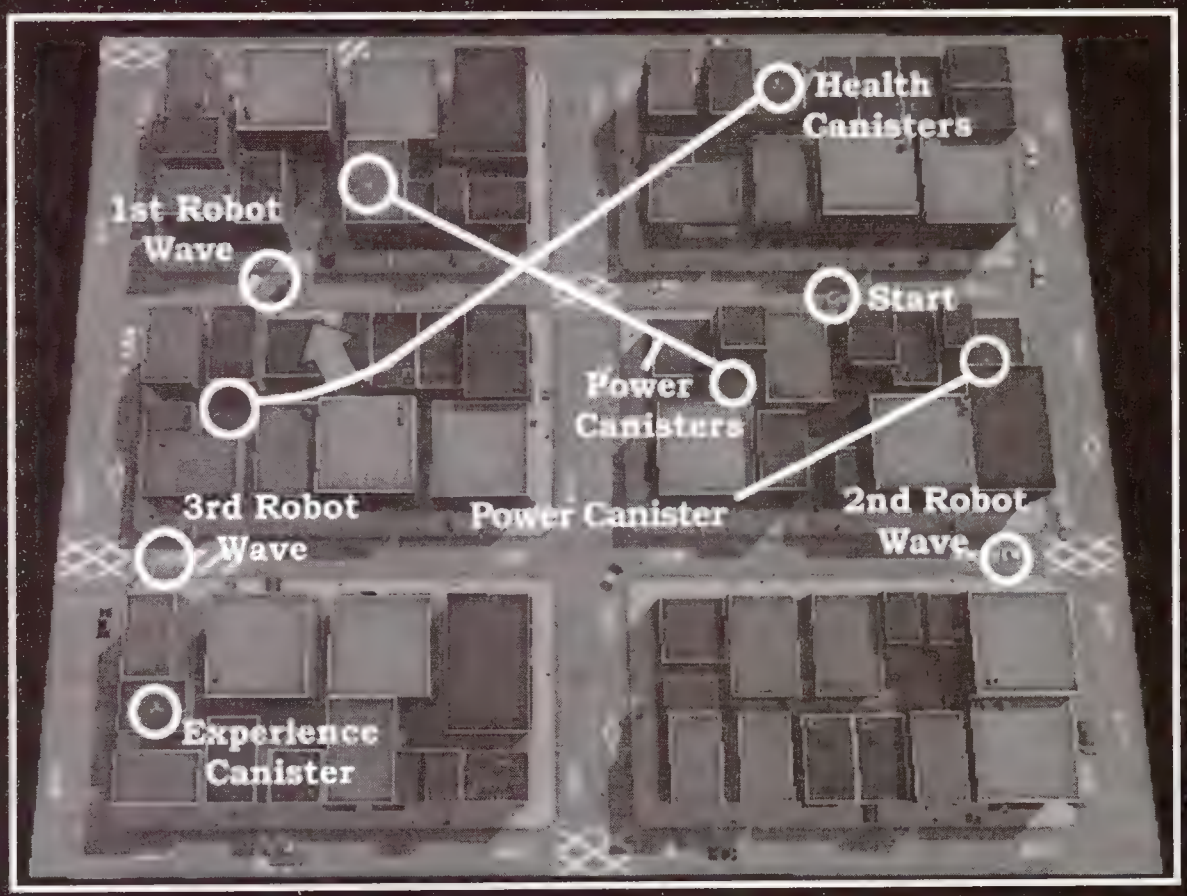
- PREVENT THE ROBOTS FROM DESTROYING 15 BUILDINGS

SECONDARY OBJECTIVES: PART I

- PREVENT 10 BUILDINGS FROM BEING DESTROYED
- PREVENT 5 BUILDINGS FROM BEING DESTROYED

WALKTHROUGH

TEAM SELECTION IS IMPORTANT IN THE NEXT FEW MISSIONS. YOU START AUTOMATICALLY WITH MAN-BOT. BULLET'S SPEED IS EXTREMELY EFFECTIVE AT DISRUPTING THE ATTACK PATTERNS OF THE LUMBERING ROBOTS AND EL DIABLO IS A GOOD CHOICE, TOO. HIS MOBILITY IS CRUCIAL AS YOU RUSH FROM THREAT TO THREAT, AND HIS POWERFUL *INFERNO* PROJECTILES COME IN HANDY.



14-2. HERE'S AN AERIAL VIEW OF THE NEIGHBORHOOD WHERE THE ROBOTS ATTACK.

ROBOTS IN THE NEXT MISSIONS ARE RESISTANT TO PIERCING DAMAGE, AND *HIGHLY* RESISTANT TO CRUSHING DAMAGE. HIGH RESISTANCE MEANS THAT HIT POINT DAMAGE IS REDUCED TO JUST ONE-FOURTH ITS USUAL EFFECT, SO AVOID SELECTING HEROES LIKE MINUTEMAN OR ORDER WHO RELY HEAVILY ON CRUSHING ATTACKS.

14-3. AN EXCELLENT ROBOT-FIGHTING TEAM: MAN-BOT, EL DIABLO, BULLET, AND MAN O' WAR.

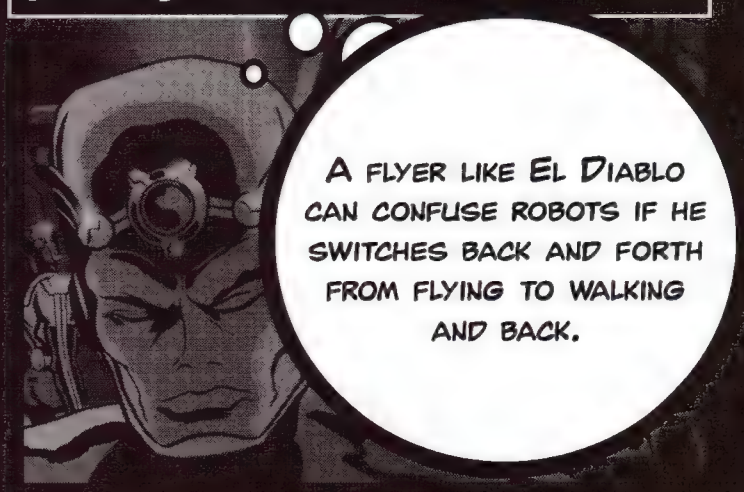
HERE'S WHERE THE PREVIOUS EXTRA TRAINING FOR MAN O' WAR REALLY PAYS OFF (IF YOU FOLLOWED OUR EARLIER SUGGESTIONS). MR. MECHANICAL'S ROBOTS ARE VERY POWERFUL, BUT THEY'RE LISTED AS "VULNERABLE" TO ELECTRICAL DAMAGE.

That means electrical attacks inflict twice as much damage as they would normally. If you've beefed up Man O'War's *Storm Bolt* and *Electric Arc* attacks to 5 each, he will be a robot's nightmare. Put him on your robot-hunting team, by all means.

FIRST WAVE

Robots rampage through the city, and Mentor suspects these mech-men are guided by some human intelligence. His directive: *Find their leader if you can.* In the meantime, you need to quickly stem the tide of destruction. You fail the primary objective if the intruders destroy only 15 buildings.

UP AND DOWN

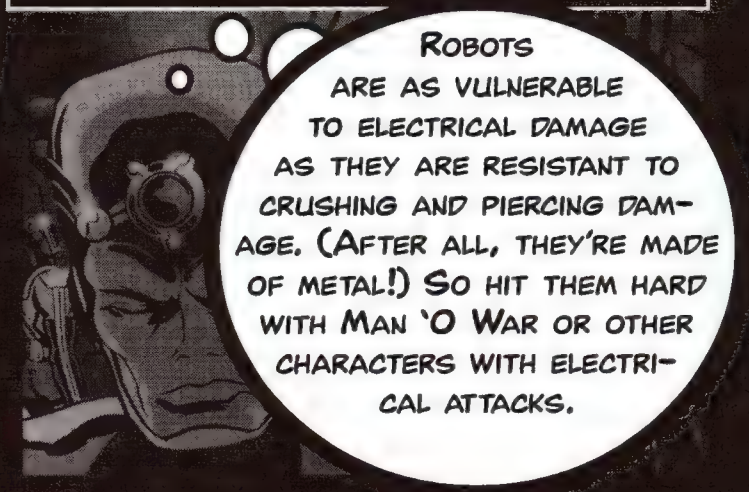


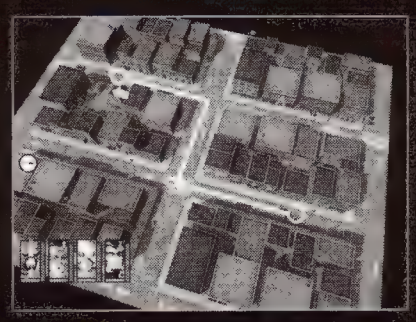
Two robots open the assault down the street, dead ahead. Send your entire team to tackle them. Of course, Bullet arrives *far* ahead of the others. It's best to have Bullet punch one robot, then zip over and punch the other robot, then back, then forth, and then, well, you get the idea. This keeps their targeting systems overloaded and confused.

14-4. Pester robot pairs with quick Bullet punches, zipping from one target to the other. This keeps the robots distracted from other Freedom Force members who are setting up more powerful attacks.

Meanwhile, target one robot with Man O' War's over-powered *Storm Bolt* and Man-Bot's *Focus* attack. Target the other robot with El Diablo's *Tongues of Fire* or *Inferno*. Mech-men have no ranged attack, so if you keep your distance and keep firing, these first two robots go down quickly. However, Mr. Mechanical is as relentless as he is diabolical. You will face wave after wave of attack in this mission.

CHARGE! RECHARGE!





14-5. Here's the route from the first robot wave to the second robot wave.

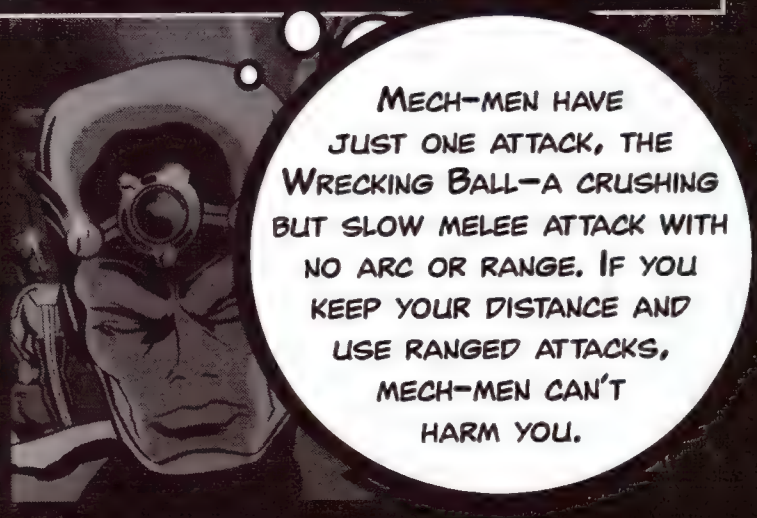
SECOND WAVE

The next assault is a few blocks away (see 14-5), so hurry! Every moment spent dawdling means another city building suffers yet another robotic blow. Turn around and rush back up the street. Take the first right, then the next left, until you see a trio of mech-men tearing up the scenery. Again, Bullet reaches them long before his teammates.

14-6. Man O' War hits hard with his *Storm Bolt*, and its effect is doubled by the robot's vulnerability to electrical damage.

Use the same tactics as noted earlier. Have Bullet attack first to distract them, zipping from target to target, followed by the bigger ranged artillery of the other heroes when they finally arrive.

RANGE IMPAIRED



Mech-men have just one attack, the Wrecking Ball—a crushing but slow melee attack with no arc or range. If you keep your distance and use ranged attacks, mech-men can't harm you.

You want to avoid being knocked out, obviously, but remember that mission success depends on preventing the destruction of buildings. So engage all of the robots, right away and keep them engaged, using Bullet's speed. Split up your attacks, drawing the attention of all three "mechanical mayhem makers."

SPLIT YOUR FORCES

The goal in this mission is to prevent destruction. The key to success is to draw robotic attention away from buildings and force them to fight you. Therefore, it's better to split up your attack, hitting as many robots simultaneously as possible. The more they respond to your heroes, the fewer buildings they can destroy.

When the second wave goes down, take a moment to evaluate your situation. Examine your team's health, use *Heroic Remedy* to heal characters if needed, and prepare for the next wave.

14-7. Here's the route from the second robot wave to the third robot wave—just go straight down the street.

THIRD WAVE

The next robot assault hits on the opposite end of the street you're on now. It looks like the numbers increase by one each wave; now you face four of the mechanical monsters. While the others jog the length of the street, aim Bullet at any robot swinging at a wall.

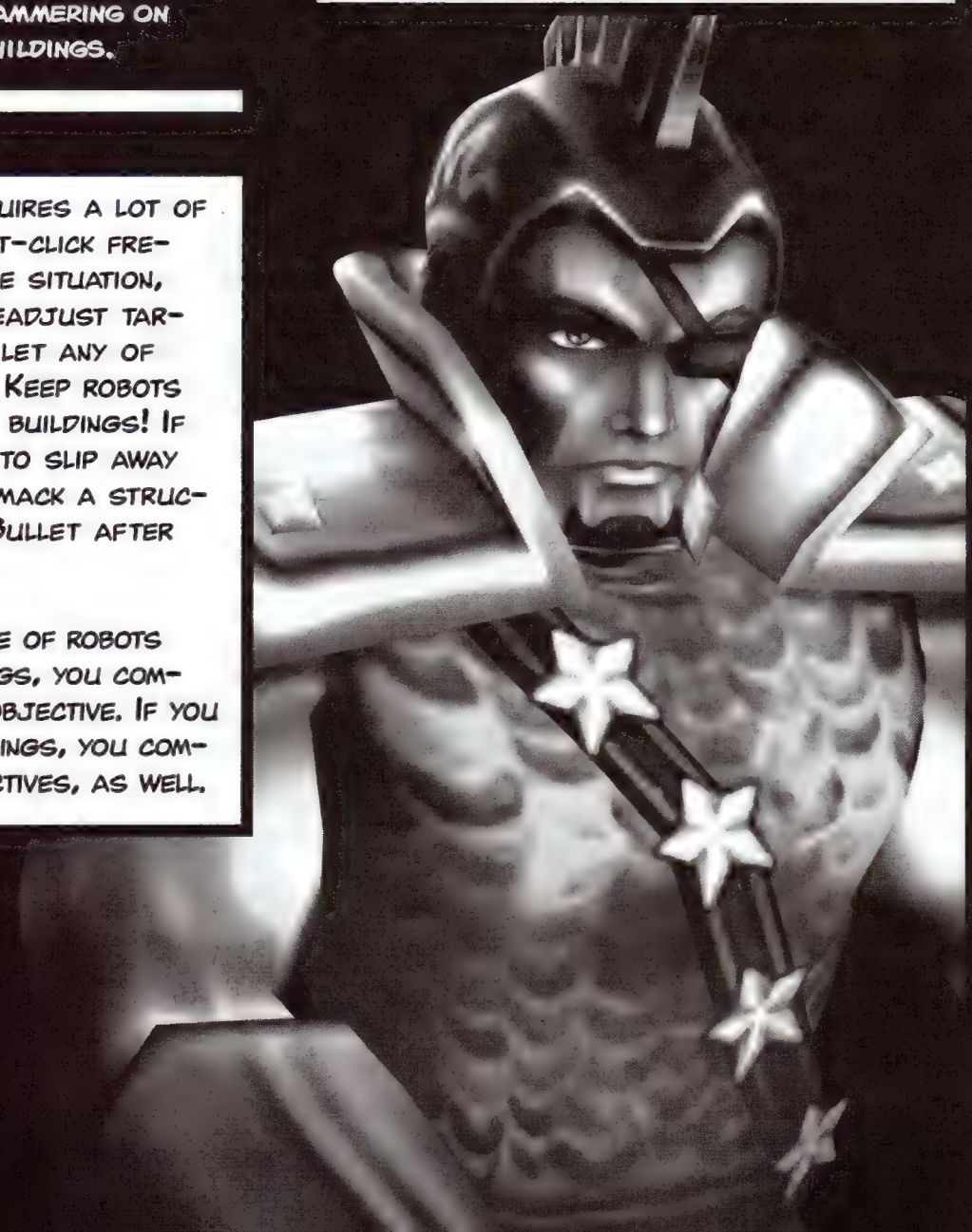
14-8. Don't let this happen! Immediately send Bullet after robots that start hammering on buildings.

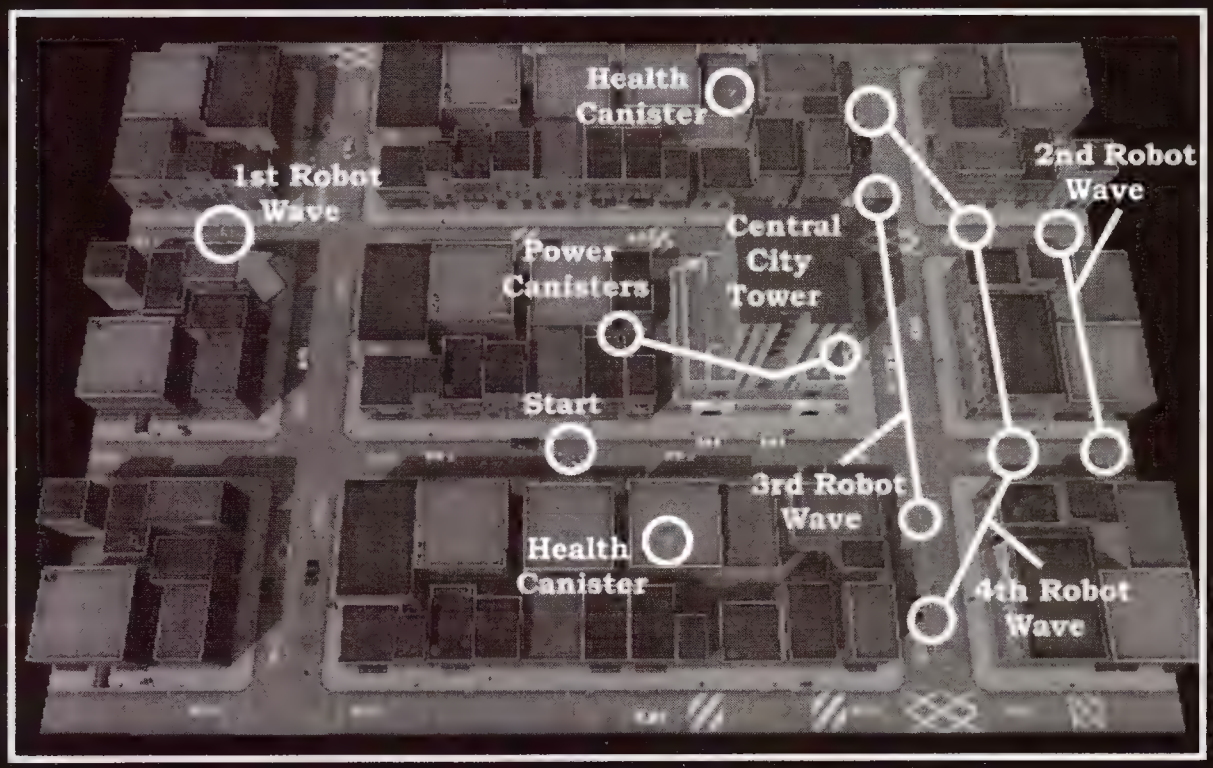
This kind of combat requires a lot of micro-management. Right-click frequently to reassess the situation, redirect attacks, and readjust targeting priorities. Don't let any of your heroes stand idle! Keep robots occupied and away from buildings! If any mech-man manages to slip away from the fighting and smack a structure, immediately send Bullet after the robot.

After defeating this wave of robots without losing 15 buildings, you complete the first primary objective. If you lose less than five buildings, you complete both primary objectives, as well.

PART 2: PROTECT THE TOWER

Mr. Mechanical then sets his sight on the Central City Tower in the Bunker Hill Plaza. A landmark of national importance, it stands as a symbol of freedom, justice, and the American way. You're not about to let him deface such an important structure.





14-9. This is an overview of the Central City Tower area.

PRIMARY OBJECTIVE: PART 2

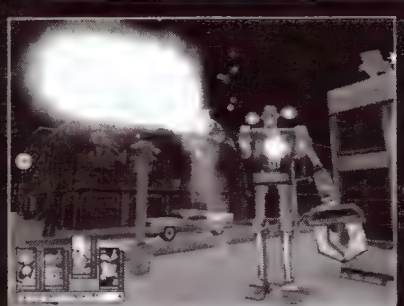
- PROTECT THE CENTRAL CITY TOWER

FIRST WAVE

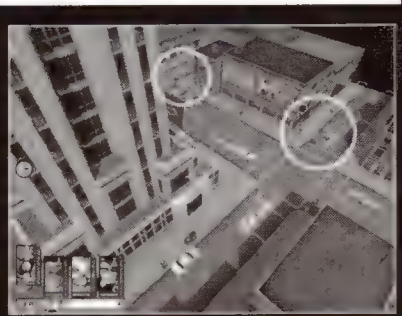
Four robots, including one "flame mech," march down the street a block away, heading for the Central City Tower. To quickly reach them (see 14-9): Go forward from your starting position, turn left just as you reach the Tower, and hustle across the plaza to the next street. Turn left again and you should run into the approaching mech-men, face-to-face. (Bullet can reach them before they even cross the intersection!)

This new flame mech is no tougher than the others in terms of hit points. (All mechs have 55 HP.) However, it has a ranged attack: a blistering Flame Gun that deals intense heat damage. Use Bullet to punch each robot, stopping their advance. When the rest of your Freedom Force team arrives, tear the gear-heads apart, bolt by bolt. Note that El Diablo is resistant to heat damage, but the flame mech isn't!

Just before the first wave expires, Mr. Mechanical launches a second wave that drops in down the street on the opposite side of the Central Tower from where you stand.



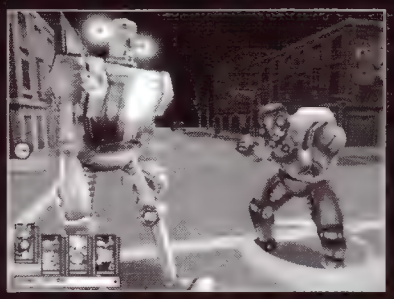
14-10. The flame mech is a hot customer. Its Flame Gun is nasty against anyone without heat resistance.



14-11. Here comes the second wave!

SECOND WAVE

Pull Bullet away from your team's final blows against the first wave and rush him to occupy the new threat. Send El Diablo and Man O' War hustling around the Tower, too, leaving Man-Bot to mop up the first wave.



14-12. Let Man-Bot handle the last mech of the first wave while you send the others to meet the new threat.

Again, four robots (one a flame mech) approach the tower and chip away at it. The same combat tactics apply as before. When one of the four mech-men remains, Mr. Mechanical launches yet another wave. This one marches in from two directions down nearby streets, giving you little time to prepare!

THIRD WAVE

Three robots (two mech-men, one flame-mech) approach from a side street, while two more approach from the opposite direction. It's best to send Bullet to harass and distract the twosome while your other heroes seek and destroy the threesome. Bullet can handle multiple robots; this talent will prove critical in missions to come.

14-13. Bullet can tie up the attention of several robots at once, buying precious time for your team.

Just as you finish off the third wave, a fourth and final wave makes a determined assault on the Tower.

FOURTH WAVE

This tidal wave makes the previous ones look like ripples. Robots march in from four directions. From each of the two streets below the Tower come a pair of robots—one mech-man, one flame mech in each pair. But then two more robots approach, one mech-man from each side street. That makes six robots and only four heroes. Get to work!

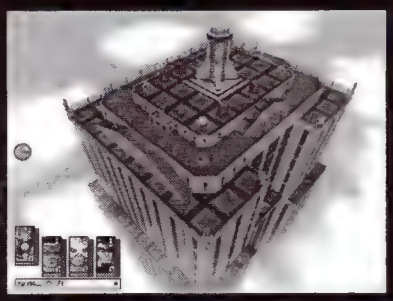
14-14. The final wave leaves you outnumbered and spread thin.

It's likely the Tower will suffer some damage from this wave, but if you keep Bullet busy you can protect the building from serious damage. Without doubt, this is a tough, frenetic fight.

When victory is achieved, Mr. Mechanical merely scoffs at your success. Suddenly, Mentor reports that robots have been deployed atop the tower. Your next task: Protect the national treasures housed there!

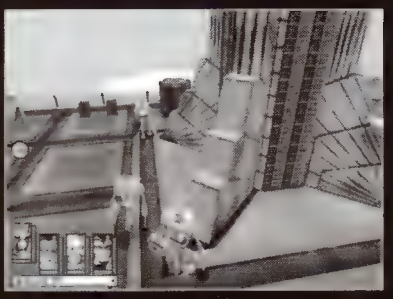
PART 3: PROTECT THE STATUES AND SPIRE

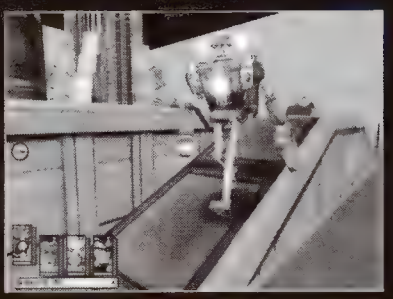
Mr. Mechanical is going for the national jugular now, targeting the beloved statues of the Founding Fathers on the roof of the Tower. They also threaten the great spire at the top.



14-15. Here's an overview of the Tower roof.

14-16. Here's the situation. Mech-men march down the stairs to the statues, mech-men advance on the spire, and flame mechs protect the ramps up to the spire platform.





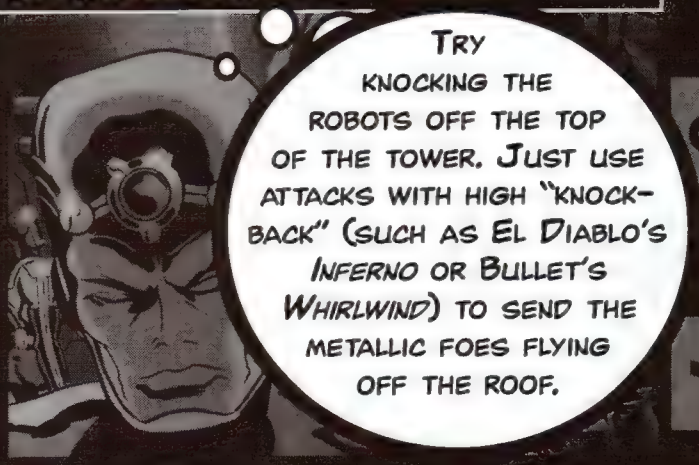
PRIMARY OBJECTIVE: PART 3

- PREVENT THE ROBOTS FROM DESTROYING THE STATUES AND THE SPIRE

Looks like you need to prioritize. Here's some info that will help. Each statue is 200 HP strong, and thus tough to destroy. However, the spire on the central platform is only 60 HP so that's your first order of business.

As the action begins, pause the game and survey the situation. One mech-man lumbers down each of the four corner stairways to attack the Founding Father statue in its respective corner. Three more mech-men cross the central platform just above your team's position to attack the spire. Two ramps lead up to this platform and a menacing red flame mech stands guard at the top of each ramp.

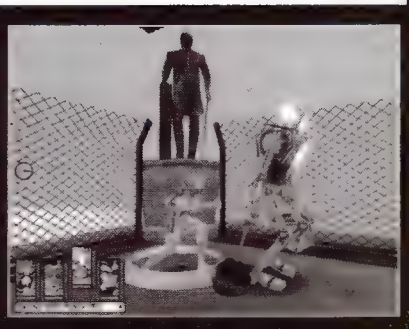
USE KNOCKBACK



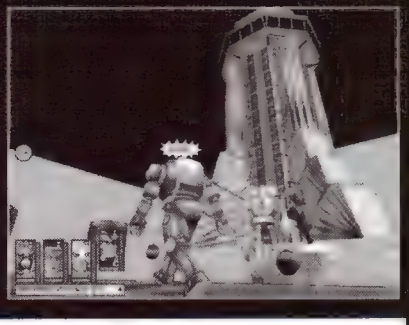
PROTECT THE SPIRE

Send Bullet onto the central platform to harass the three mech-men threatening the spire, while your other three heroes pound the nearest fire mech into submission. Bullet's patented hit-and-run technique can keep the platform robots from touching the spire until you get the rest of your team into position to attack them. While you maneuver on the central platform, the four mech-men in the corners are clobbering the statues unmolested.

When the rest of your team reaches the mechs near the spire, immediately send Bullet down to either side balcony to harass the mech-men pounding on the statues there. Have him go from one robot to the other, throwing a punch or two and then running. Meanwhile, direct Man O' War, El Diablo, and Man-Bot to decimate the three mech-men by the spire using ranged attacks.



14-17. While Bullet harasses the mechs on the balcony to protect the Founding Father statues, have your other three heroes eliminate the threat to the spire.



Split your attention between Bullet on the balcony and the spire platform battle. Careful! Don't let Bullet take a hard hit and get stunned.

When you've eliminated two of the three mech-men by the spire, leave the slow Man-Bot to finish off the last robot and hustle El Diablo and Man O' War down to the balcony opposite where Bullet is.

SAVE THE STATUES

At least one statue must remain standing to complete the mission successfully. Obviously, the more statues you protect, the fewer Prestige Points you lose. Keep up Bullet's harassment on one balcony. His punches don't really hurt the mech-men, but they can't focus on the Founding Father statues while he buzzes around. Meanwhile, have El Diablo and Man O' War eliminate the two mech-men on the other balcony.

14-18. Extreme knockback is a beautiful thing, isn't it?

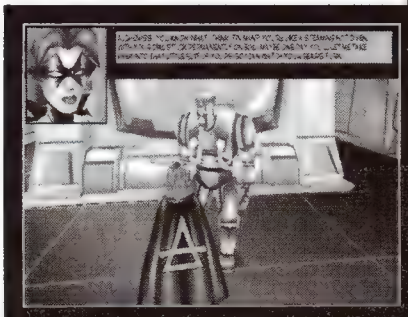
Don't forget about Man-Bot on the central platform! If he loses his battle to the remaining robot there, your carefully planned deployment of forces falls apart! When he finally wins, send him down to the balcony where Bullet is located. Let Man-Bot get started on one while Bullet continues to harass the other.

Eventually, your sub-divided forces will gather on one balcony and polish off any remaining metal intruders. Man-Bot reports the victory.

MISSION 15: DESTRUCTION PRODUCTION

MENTOR HAS TRACKED MR. MECHANICAL TO HIS HEADQUARTERS IN AN UNDERGROUND BASE BY THE JEFFERSON GARDENS. BUT OTHER THINGS WEIGH HEAVILY ON HIS MIND—A PSYCHIC BEAM FROM LORD DOMINION, FOR ONE. MENTOR BELIEVES IT INDICATES THE APPROACHING DOMAIN BATTLE FLEET, UNDOUBTEDLY EN ROUTE TO RAIN DESTRUCTION ON EARTH.

MINUTEMAN THEN CALLS FOR A STRIKE TEAM TO HIT MR. MECHANICAL WHERE HE LIVES. MEANWHILE, THE ALCHEMISS/MAN-BOT SOAP OPERA SUBPLOT CONTINUES.



15-1. LORD DOMINION APPROACHES AND ALCHEMISS WONDERS WHAT MAN-BOT LOOKS LIKE OUT OF HIS TIN CAN.

AVAILABLE MISSION HEROES

- MINUTEMAN
- BULLET
- MAN O' WAR
- LIBERTY LAD
- THE ANT
- ALCHEMISS
- EVE
- MENTOR
- SEA URCHIN
- LAW/ORDER

ENEMIES

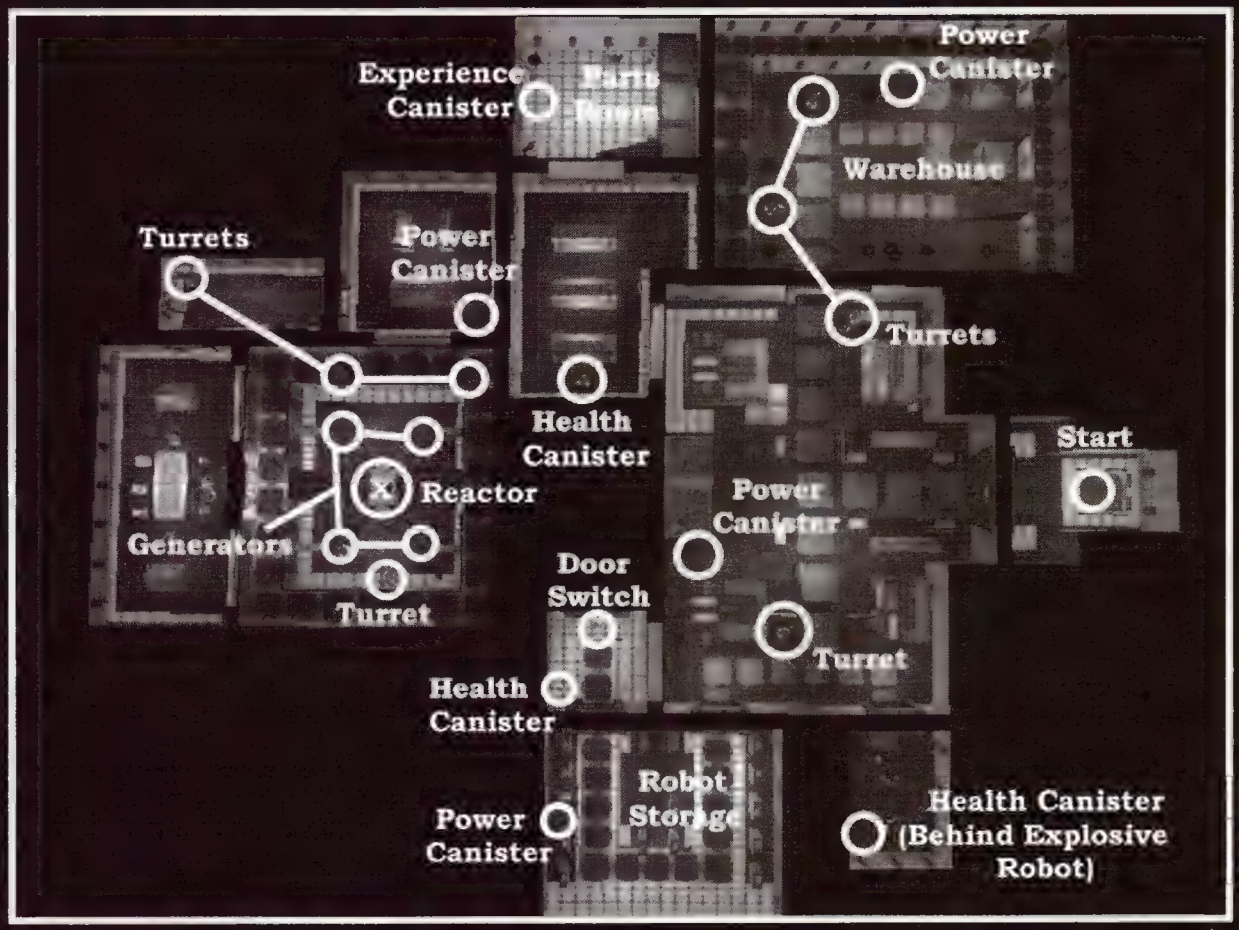
- MECH-MAN
- FLAME MECH
- TURRET

PRIMARY OBJECTIVES

- FIND AND DEFEAT MR. MECHANICAL
- DESTROY THE FOUR POWER GENERATORS–DO NOT DAMAGE THE REACTOR!

WALKTHROUGH

MORE MECH-MONSTERS LIE AHEAD. STICK WITH THE SAME TEAM—MAN O' WAR, BULLET, EL DIABLO—WITH MINUTEMAN REPLACING MAN-BOT IN THE AUTOMATIC SLOT. THE MISSION BEGINS JUST OUTSIDE A METAL DOOR.

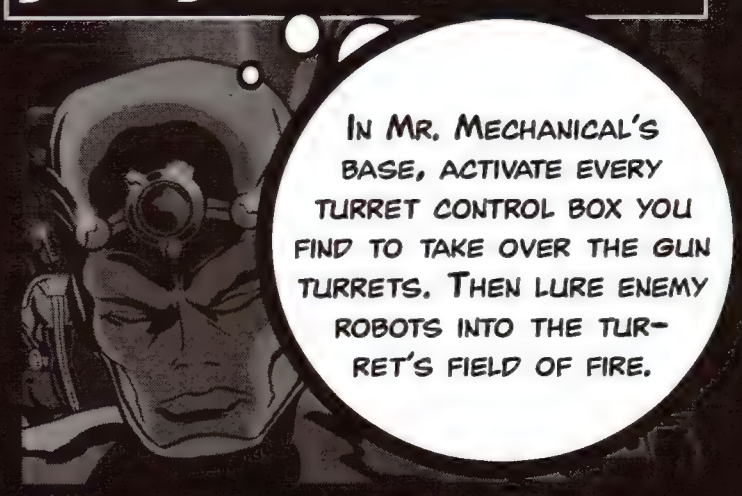


15-2. HERE'S AN OVERHEAD VIEW OF THE ENTIRE AREA.

FUN WITH TURRETS

AS YOU APPROACH THE DOOR, IT AUTOMATICALLY SLIDES OPEN. INSIDE, YOU SEE THE DASTARDLY CONTRAPTIONS OF MR. MECHANICAL'S ROBOT MANUFACTURING PLANT—CONSOLES, COMPUTERS, CONVEYOR BELTS, AND THE LIKE. YOU ALSO SEE TWO HOSTILE MECH-MEN AND A PAIR OF SENTRY TURRET GUNS.

BAIT THE BOTS



Here's an interesting new way to fight the mech-men. Each turret gun has a nearby control box, marked by a red exclamation icon above it (see 15-3). If you access those controls, you take control of the turret. The turrets then target your enemies rather than you.

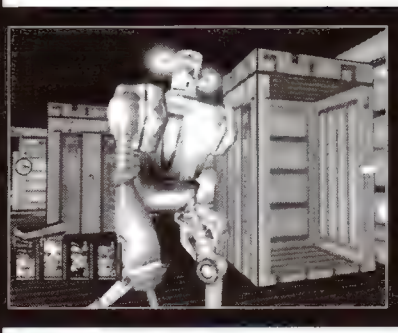
Select Bullet and click on each control box. Bullet races to the box to gain control. (He'll take a hit or two in the process, but nothing serious.) Now run Bullet behind one of the turrets. Watch what happens when the mech-men try to approach your hero. *Zap!*

15-3. If Bullet sprints to each turret control box, he can gain control of the turrets which then turn against Mr. Mechanical's mech-men.

Bring the rest of your team into the robot assembly room. The door to the right is locked, but The Ant (back in the Freedom Fortress command center) says his schematic reveals a nearby switch. Approach the two doors at the top of the ramp to the left. The yellow arrow points to the rightmost of the two doors, so follow it through. (The leftmost door leads to a robot repair room with a **Health Canister** hidden behind an explosive robot.)

ROBOT STORAGE ROOM

Scan ahead to see a room filled with boxes labeled "Robot Case" in the Status bar. Be careful, though, because each case contains a mech-man, ready to rumble. Walk through quickly. If one emerges, blast him quickly and proceed to the next door.



15-4. Watch out for robots emerging from their storage cases just outside the switch room.

SWITCH ROOM

Blast the red flame mech standing guard over the door switch in this room. Don't miss the **Health Canister** in the near corner. You may not need it yet, but note its location for later. Activate the switch.

15-5. This switch unlocks the door back in the assembly area.

Retrace your route back to the robot assembly area. However, when you move through the storage cases again in the next room, another mech-man emerges. Blast the robot or lure it to the turrets in the assembly area, then proceed up the far ramp to the previously locked door.

ROBOT WAREHOUSE

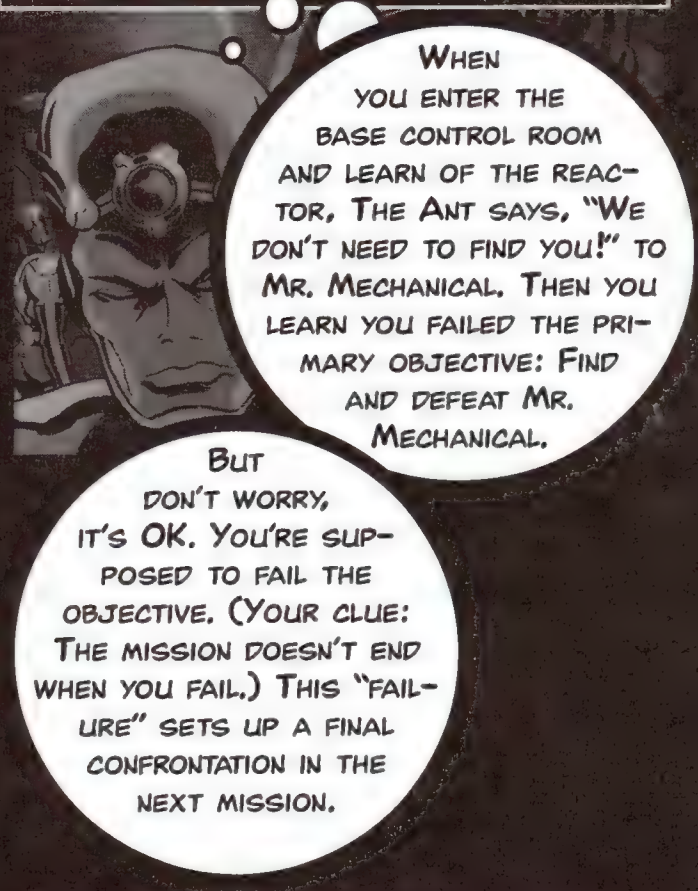
Two more mech-guards patrol this room-full of crated robot parts. Two turrets oversee the area, too. The same control box directs both turrets; you can see it in the back left corner. (Floor cables run to it from both guns.) Send Bullet sprinting past the guards to the box to gain control of the turrets. Then, for kicks, have him dash around the poor mechs as they take hit after hit from the turrets while pursuing him in vain. Or, you can just blast the robots. Climb the far ramp and follow the walkway around to the pair of doors.

15-6. Cross the warehouse to the leftmost door on the upper tier.

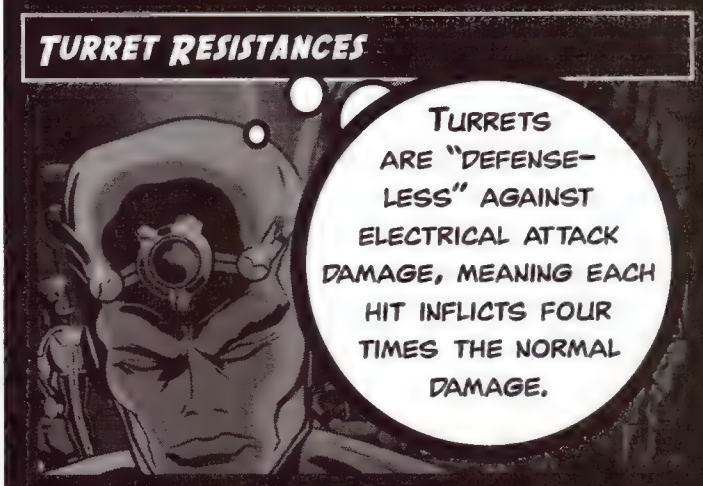
FACTORY CONTROL ROOMS

Upon entering, Mr. Mechanical's voice echoes in the sound system: "You'll never track me down, fools!" The Ant replies, "Take a pill, ferrous face! We don't need to find you." He explains you can shut down Mr. Mechanical's fiendish operation by disabling a huge reactor "implied by my reverse engineered schematics."

PRIMARY OBJECTIVE... FAILED?



TURRET RESISTANCES



SPARE PARTS ROOM (EXPERIENCE CANISTER)

The rightmost door leads to a spare parts room featuring an **Experience Canister** guarded by a mech-man and a flame mech. Blast them, grab it, and then exit the room. Now go to the leftmost door (indicated by the yellow arrow). This leads to the factory's central control room.

Four mech-men are stationed in this room full of control consoles. You can lure them out to the turrets, or just wade into the room and annihilate them. A **Health Canister** is your reward for a fight well fought. Give it to a needy hero and proceed through the next door into a second control room.

15-7. Flame mechs are deadly in tight quarters. Duck behind computers whenever possible.

The moment you enter the second room, two mech-men and a flame mech burst through an opposite door and attack. Again, you can run and lure them to the turrets to make your fight easier, or just lay into them with ranged blasts mixed with a few good melee whacks from Minuteman. When only junk parts remain, move down the next corridor.

Corridor Turret

The gun turret at the far end of the corridor has no control box. Destroy the turret with ranged blasts from a good distance, and then continue through the next door.

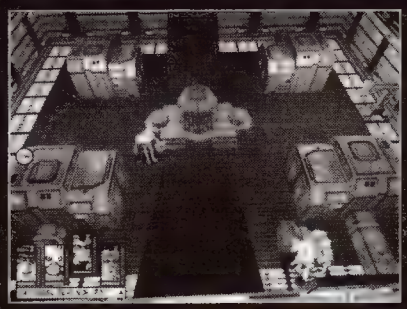
Communications Room

The next room features the big, glowing diagnostic table shown in the opening cinematic of Mission 14 with Mr. Mechanical and the Time Master. The Ant calls it the fiend's "Comm's room," or communication center.

Two more mech-men rush from the room's far side. Terminate them with an overpowered *Storm Bolt* or two. Step to the next door into the final room. There is a **Prestige Canister** hidden under the computers by the door.

Reactor Generator Room

Don't walk in tossing indiscriminate *Storm Bolts*. That cylindrical console in the center of the room is an atomic reactor, the source of this base's power. If you hit it with errant ranged blasts, the whole place (and Freedom Force) goes up in a mushroom cloud.



15-8. Don't shoot in this room! That console in the center is a fully functioning nuclear reactor.

On the other hand, as The Ant explains, if you take out the four generators in the corners of the room, Mr. Mechanical's base is done for. Unfortunately, the room is well guarded by three mech-men, three turrets, and one flame mech.

Place El Diablo and Man O' War in ambush positions back in the communications room with Minuteman, then send Bullet into the reactor room and down the ramp. Wait until he attracts the attention of mech guards, and run him back into the communications room, in an attempt to lure mechs to their doom. (Some may follow; some won't.)

15-9. Smashing the generators with a group melee attack works, but not as well as electrical damage from Man O' War's *Storm Bolts*.

Now send in Man O' War to finish the job. He can single-handedly eliminate all remaining mechs and disable the turrets with *Storm Bolts*. Then he can blast the four generators, one at a time.

When the last generator blows up, you see a final cinematic of The Ant and Mr. Moronical, er, Mechanical exchanging comic book insults.

Then the evil genius blows up his own base and leaves with this ominous warning: "You may have destroyed my home, meddling misfits. But two can play at that game!" *Ah, ha ha ha!*

MISSION 16: THE MADNESS OF MR. MECHANICAL

16-1. HE'S BIG, HE'S BAD, AND WORST OF ALL... HE'S NIHILISTIC!

OK, MR. MECHANICAL'S HAD ENOUGH OF YOUR DO-GOODER INSOLENCE AND HE'S TAKING OFF THE GLOVES. PREPARE FOR A BATTLE WITH AN INCREDIBLY POWERFUL FOE WITH A NASTY AGENDA. AFTER A SHORT INTERLUDE WITH MENTOR AND MAN-BOT, THE ANT SOUNDS THE ALERT. *GIANT ROBOT ON THE RAMPAGE!* MR. MECHANICAL'S MANIA HAS NOW TWISTED HIM INTO SEEING HIMSELF AS THE ANTI-ARCHITECT, AS HE SMASHES BUILDINGS AND SPOUTS OFF ABOUT GROPIUS AND WRIGHT: "ONLY I AM BOLD ENOUGH TO DESTROY!"

AVAILABLE MISSION HEROES

- MICROWAVE
- EL DIABLO
- BULLET
- MAN O' WAR
- MINUTEMAN
- LIBERTY LAD
- THE ANT
- ALCHEMISS
- MENTOR
- SEA URCHIN
- LAW/ORDER

ENEMIES

- MR. MECHANICAL
- MECH MAN

PRIMARY OBJECTIVES

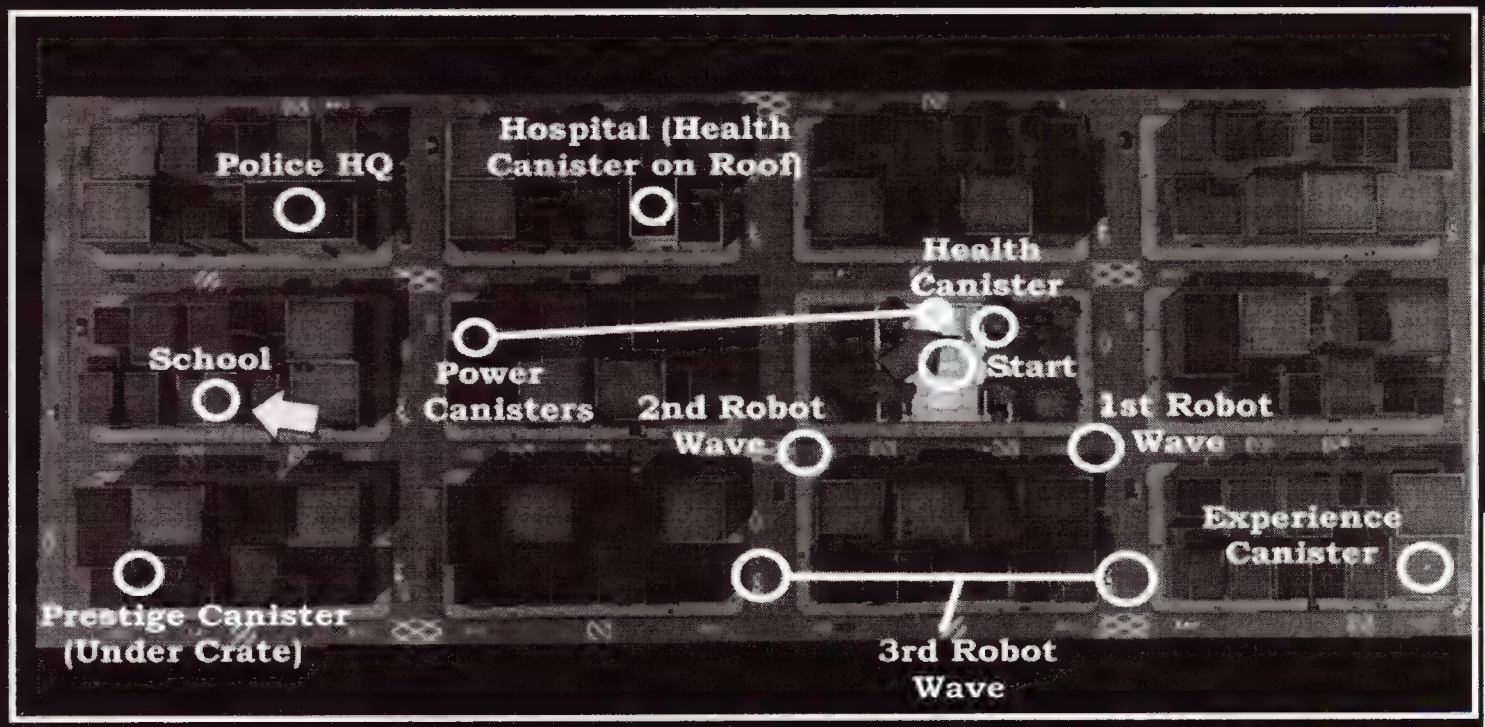
- DEFEAT MR. MECHANICAL
- PROTECT THE FREEDOM FORTRESS

SECONDARY OBJECTIVE

- PROTECT THE SCHOOL
- PROTECT THE POLICE STATION
- PROTECT THE HOSPITAL BUILDING

WALKTHROUGH

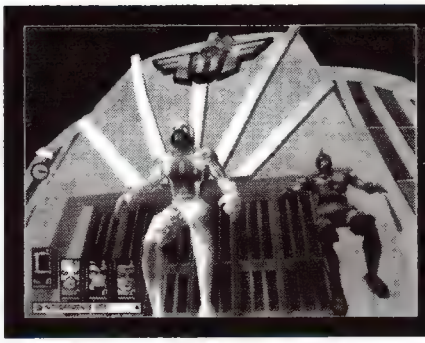
This is a straightforward mission. It starts as a simple slugfest between your team and Mr. Mechanical as he pilots his massive, lumbering robot. However, you can't stand toe-to-toe and trade blows; he's much too powerful. In fact, the super-robot has a whopping 1,000 hit points! The secondary objectives (protecting various civic buildings) are very difficult to achieve without good attack coordination and the right hero team.



16-2. Here's an overhead view of the area.

PICK YOUR TEAM

Microwave is your team leader, and you definitely want Bullet and perhaps El Diablo aboard for this mission. Their speed is essential in the early going. But make no mistake: the knockout punches will come from Man O' War. Mr. Mechanical is rated "defenseless" against electrical attacks, so Man O' War's *Storm Bolt* inflicts quadruple damage, and his *Electric Arc* melee attack may likely stun the robot.



16-3. Bullet and Man O' War are must-have members of this mission's team.

MR. MECHANICAL'S ATTACKS

How do you fight this guy? First, know and recognize his attacks. Most painful is his Mecha Stomp, a medium-speed foot stomp that inflicts 45 HP of crushing damage with each hit. The stomp also carries a 90 percent chance of stunning victims. Also, beware of his Mecha Smash, a deadly 30 HP swing of a big black wrecking ball attached to his right arm.

16-4. Mr. Mechanical's vicious Mecha Stomp deals a painful 45 HP of Crushing damage. His feet also inflict area damage just by walking!

Too bad that's not all. He also features a fiery ranged attack. Mr. Mechanical's lethal Flame Cannon spits out heat damage to the tune of 30 hit points! So you can't just plant your heroes out of melee range and fire at will. You must keep moving.

DISTRACT MR. MECHANICAL

So how do you vanquish this monster? First, get the big guy's attention away from the school he's targeted. Run Bullet in close for quick punches, and then quickly rush him back out of Mr. Mechanical's reach. El Diablo should approach on foot for a shot of *Inferno* or *Tongues of Flame*, and then immediately launch into the air and fly back to safety.

HIT-AND-RUN

Mr. Mechanical likes to smash buildings, but if you hurt him enough he'll come after you. Use this to distract him from his destructive goals, but make sure you attack with a fast character!

This sort of harassment doesn't hurt Mr. Mechanical much. However, it draws him away from his assault on the school and the police station, giving you a chance to complete the secondary mission objectives. Over the long haul, Bullet and El Diablo can keep Mr. Mechanical distracted, confused, and unable to make good targeting decisions. Of course, these hit-and-run tactics require vigilance and careful management.

16-5. Keep Bullet buzzing around the monster-bot's feet! Enough punches will draw his attention away from the buildings you're protecting.

HAMMER MR. MECHANICAL

While your speedy heroes keep the big guy occupied, use Man O' War to fire multiple *Storm Bolts*—again, inflicting quadruple damage with each hit. El Diablo's over-powered *Tongues of Flame* blasts work well, too. And although Mr. Mechanical is resistant to radiation damage, Microwave can still hurt him with his *Interference* melee attack, which inflicts energy damage.

Keep a healthy distance, and watch for signs of an impending Flame Cannon blast. When it comes, move!

16-6. Man O' War's mighty *Storm Bolts* are your best weapons against Mr. Mechanical. Each electrical hit deals quadruple damage.

THE SCHOOL AND THE FIRST MECH-WAVE

Mr. Mechanical's first target is the school. Harass and hit him until his health drops below 750 HP and he decries, "A scratch in my paint! A dent in my armor!" At this point, he abandons his siege of the school (one secondary objective completed) and turns his assault on the Police Station. Worse, he deploys a squad of mech-minions to attack Freedom Fortress!

16-7. After abandoning his school attack, Mr. Mechanical slips a pair of sneaky robots behind your back to hit Freedom Fortress. Rush Bullet back to distract them while your other heroes continue to pound away.

Send Bullet speeding back to the Freedom Fortress to handle the pair of mech-men pounding on the door. You must keep them occupied until Mr. Mechanical falls. When the big robot drops, all of his robot minions drop, too.

THE POLICE STATION AND THE SECOND WAVE

Continue your attacks on Mr. Mechanical with the three other heroes. Set up your attacks, then switch to Bullet and bounce him back and forth between the mech-man targets for a brief period of time. Move back to Mr. Mechanical, direct endangered heroes out of harm's way, and set up another round of attacks on the big robot.

16-8. From the school, Mr. Mechanical heads for the police station. After that, he targets the hospital.

When Mr. Mechanical's health finally drops below 500 he howls, "Systems failing! Confound them!" He then heads for the hospital and sends two more mech-men at Freedom Fortress!

THE HOSPITAL: TWO ALTERNATIVES

You can stick with the status quo and try to distract the four mech-men at the Fortress with Bullet alone. Or, you can take another hero, like El Diablo, from the main force and send him back to help. You should keep three heroes focused on Mr. Mechanical. Again, when you defeat him, the other mech-men collapse and the mission ends.

When your frenzied defense of the hospital finally knocks Mr. Mechanical's health below 250 HP, he breaks off that attempt and turns his full attention to Freedom Fortress.

FREEDOM FORTRESS

Keep slamming him hard! It's almost over! Don't ignore Bullet back at the Fortress. Harassing four mech-men is a lot to handle, even for the world's fastest superhero. Hit one robot, sprint to open space, hit another, sprint to open space, and so on. Soon all four mech-men will be chasing Bullet in a comical game of tag.

Meanwhile, you can bludgeon Mr. Mechanical into submission before he comes close to Freedom Fortress.

16-9. When Mr. Mechanical falls, his mech-man minions crumble, too.

MISSION 17: HISTORY LESSON

RINGS OF REXOR! A CRISIS SITUATION HAS ARISEN AT THE MUSEUM OF ANCIENT HISTORY. LORD DOMINION HAS SENT A MESSAGE TO FREEDOM FORCE IN THE FORM OF A FLEET OF INTERGALACTIC WARSHIPS! AS MENTOR SAYS, "THE HOUR HAS COME."

17-1. THIS MISSION CENTERS ON THE DEFENSE OF THE MUSEUM OF ANCIENT HISTORY.

THE DOMAIN IS BEAMING TROOPERS THROUGH A MYSTICAL PORTAL NEAR THE MUSEUM. FOR SOME REASON, THE ALIEN HORDES SEEK TO DESTROY THE MUSEUM, AND THEY DON'T CARE HOW MANY INNOCENT CIVILIANS THEY HURT IN THE PROCESS. TIME TO PUT A TEAM TOGETHER... AND PUT A STOP TO THIS INTER-DIMENSIONAL LEAK.

SUGGESTED MISSION HEROES

- ALCHEMISS
- EVE
- LAW
- MAN-BOT

ENEMIES

- ALIEN WARRIOR
- ALIEN SERGEANT

PRIMARY OBJECTIVES

- FIND AND SUBDUE THE ALIENS
- CLOSE THE ALIEN PORTALS
- PROTECT ALCHEMISS
- PROTECT THE MUSEUM

SECONDARY OBJECTIVE

- KEEP THE MUSEUM UNDAMAGED

WALKTHROUGH

Alien forces pour into our dimension through a glowing pink portal in front of the Museum of Ancient History. Who are these strange, barbarous creatures? Hardy but thin-skinned, each soldier is vulnerable to piercing damage but also sports a passive Energy Shield that can block every other type of damage but mental, mystical, or acid. Alien troopers are particularly resistant to radiation and energy damage.

17-2. Alien warriors and sergeants have the same basic characteristics. However, warriors fire Rad Pistols that inflict radiation damage, while sergeants shoot explosive Plasma Rockets that cause energy damage.

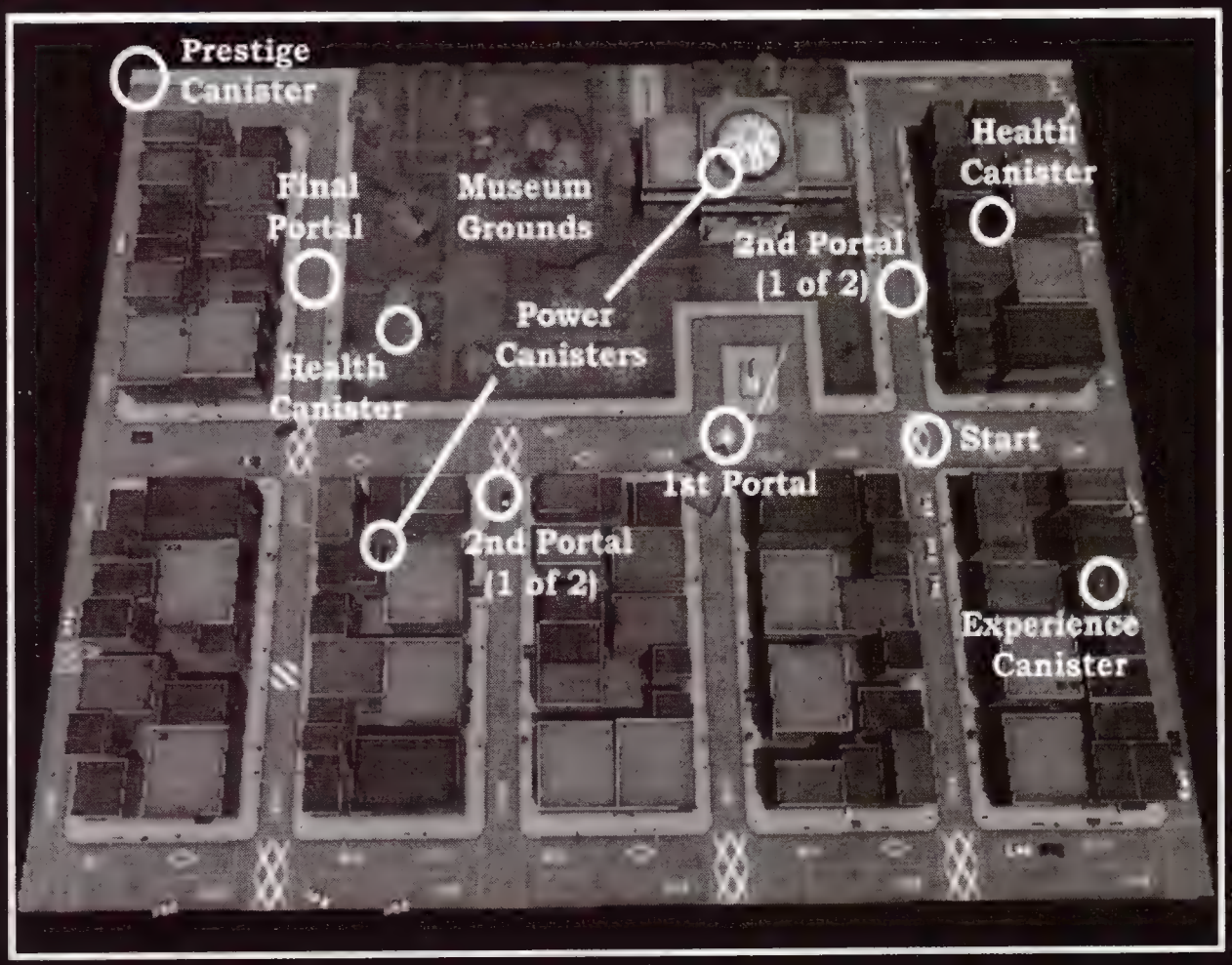
Alien troopers come in two varieties, warrior and sergeant. Both have a weak melee Punch attack, but warriors carry the dangerous Rad Pistol, a powerful ranged attack inflicting radiation damage at a magnitude of 22 HP per hit. Sergeants wield a deadly Plasma Rocket that launches highly accurate, long-range energy projectiles. On impact, these projectiles affect a radius of 27 feet and inflict 22 HP damage per hit. Plus, alien sergeants can fly.

17-3. Here's a good team for this mission: Alchemiss, Eve, Law, and Man-Bot.

PICK YOUR TEAM

Alchemiss leads your team, as you need her powers to close the portals. Your first squad selection should be Eve. Without a doubt, she can inflict the heaviest piercing damage in the game. Her *Arrow* and *Living Arrow* attacks can stop thin-skinned aliens cold in their tracks. Eve's only drawback is her vulnerability to radiation, the primary damage type delivered by alien warriors.

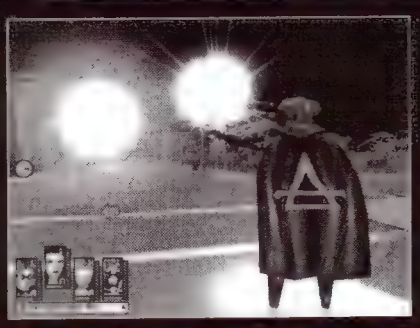
Law also inflicts strong piercing damage with her sword-based *Thrust* and *Slash* attacks. Like Eve, she is vulnerable to radiation, as are most members of Freedom Force. But her *Commuted Sentence* power can remove secondary states such as Irradiated, a useful power indeed when fighting aliens with Rad Pistols! Finally, Man-Bot is a good choice for the remaining slot. His passive defense, *Contain Energy*, shields him against the energy damage of alien Plasma Rockets.



17-4. Here's an overhead view of the area.

CLOSE THE FIRST PORTAL

The first mystical portal is just ahead. See the pink glow? Three alien troopers have emerged—two warriors and a sergeant. Remember, these fellows are vulnerable to piercing damage, so start piercing them with Eve's *Arrow* and Law's *Slash*. Select Alchemiss and click on the portal; she summons her mystical power, and it closes. Unfortunately, two more open up.



17-5. Use Alchemiss to seal the interdimensional portals. Watch out for more troopers popping through!

17-6. Two new portals (circled here) open the moment you close the first one.

CLOSE THE SECOND PORTAL

One of the two new portals (we'll call it the "second portal") glows nearby on the sidewalk near the museum. More troopers emerge. Again, pierce them and send Alchemiss to close the time-space rip. If Man-Bot's *Contain Energy* defense is well developed, march him right up to alien sergeants, who will blow themselves up trying to sling Plasma Rockets at close range.

ROCKET SCIENCE

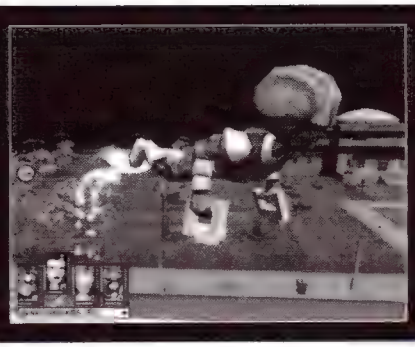
Alien Plasma Rockets cause an explosive amount of energy damage to a large area upon impact, yet alien sergeants will use them even at close range. This proclivity lends itself to a good counter-tactic.

Try moving a hero resistant to energy attacks (like Man-Bot with his *Contain Energy* defense) close to alien sergeants without attacking them. Then watch the explosive results.

CLOSE THE THIRD PORTAL

The third portal hovers back down the street in front of the museum. More troopers have emerged, and are likely attacking innocent civilians. Hustle your strike team of Eve, Law, and Man-Bot over as Alchemiss closes the second portal.

Then direct Alchemiss to close the third portal. The longer she takes, the more alien troopers pop through the dimensional divide.



17-7. Alien sergeants fly in the face of melee attacks, so hit them from afar with ranged fire, or have Alchemiss knock them out of the sky with *Repulsion*.

SAVE THE MUSEUM!

Moons of Reikshall! Another portal opens across the museum grounds. This time, two warriors and a sergeant emerge led by a special servant of Lord Dominion named Praetor. (He's the alien with the eye-patch.) Praetor is larger and more powerful than the other troopers. His Status bar indicates that his resistances to radiation and energy damage aren't counterbalanced by any vulnerability.

17-8. Meet Praetor, special ambassador of Lord Dominion and one tough dude.

Praetor wants the museum destroyed and leads his assault team across the grounds toward the structure. When they reach it, they will open fire on the building. Remember, your secondary objective is to keep the museum undamaged.

CANISTERS

If you desperately need a health boost, find the **Health Canisters.** There's one behind a rock in the front left corner of the museum grounds, and one down the alley by the crosswalk to the far right of the museum. There's also a **Power Canister** on the roof of the museum.

Target Praetor with ranged attacks from Eve, Alchemiss, and Man-Bot and send Law slashing at other troopers. After causing substantial damage to Praetor, he surrenders and agrees to talk. Polish off the remaining troopers and then advance on the portal from which they emerge.

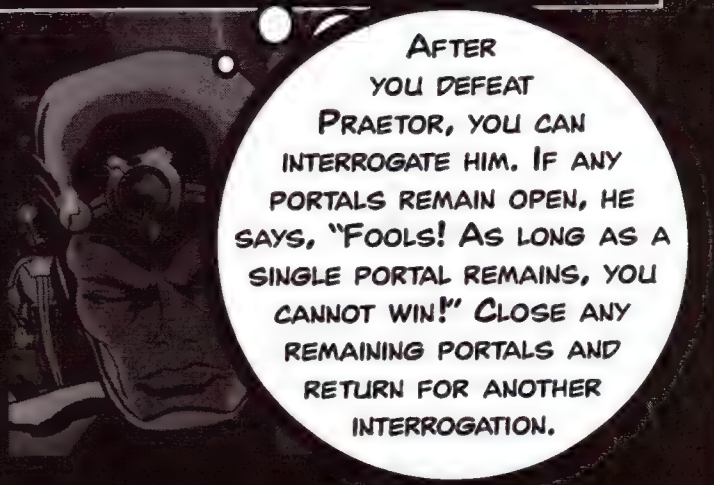
Have Alchemiss seal the portal, but watch for another wave of aliens popping through at the last moment. When you eliminate them and close the portal, you complete the first two primary objectives.

Canister Hunt

Now you have some time. Before you return and interrogate Praetor, go find the **Prestige Canister** on the sidewalk behind and to the left of the museum (corner of the map) and the **Experience Canister** (see 17-4) on the rooftop in the rightmost city block. Then return to Praetor.

17-9. When you mop up the last aliens and close this final portal, you complete two primary objectives.

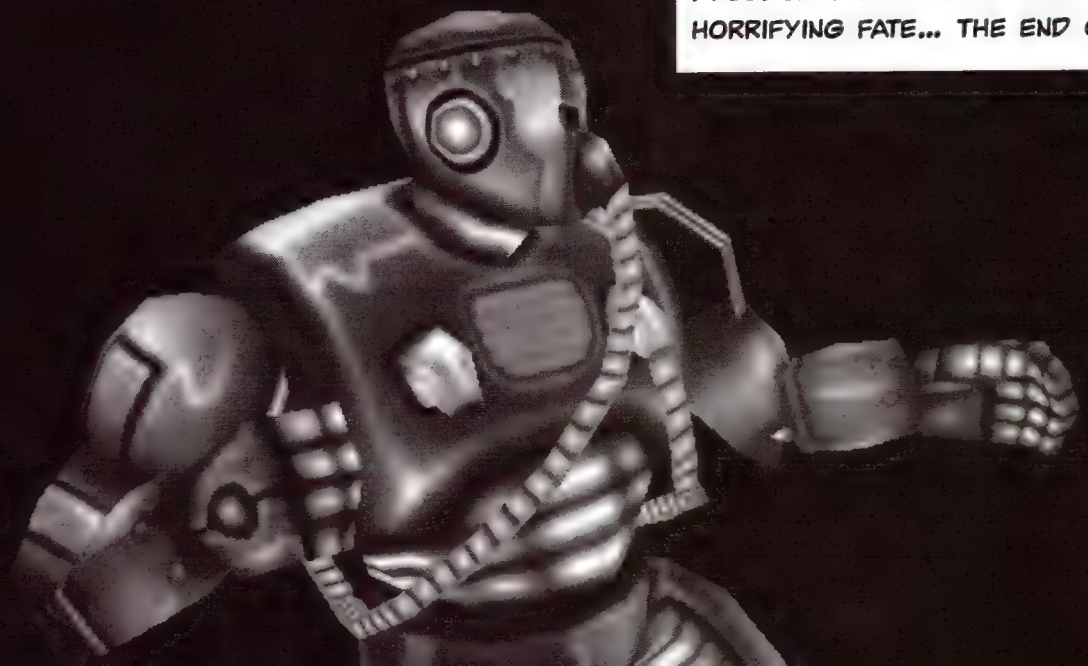
Interpreting Praetor



Question Praetor

When you talk to Praetor, he says, "Fools! You've doomed us all! The Domain is far from your greatest threat. Let's see if you can hold together the timelines with your bare hands. Prepare for the coming of... Time Master!"

As he collapses, we hear the haunting voice of the Time Master, who claims to have recovered the artifact he sought from the museum. Bemused, he notes that by protecting the museum, Freedom Force have sealed their own horrifying fate... the end of time itself!



MISSION 18: A GOD WALKS THE EARTH

This mission opens with the disturbing scene of an innocent female civilian lured down a dark alleyway. Suddenly, a burst of light... and she emerges as a different, almost feral creature: "Susan? Susan? Are you OK?" I think the answer would be no.

18-1. Susan? Susan? Are you OK?

"What's going on out there?" asks The Ant back at Freedom Force headquarters. Microwave reports 112 similar incidents around the city—incidents of women being overwhelmed by a dark, primal force of nature. As Eve puts it, "A force ugly and yet seductive all at once."

Minuteman sends Eve out with a team to bring in some of these "frantic females" for analysis. Eve accepts the assignment but admits she fears what may be found.

SUGGESTED MISSION HEROES

- Eve
- El Diablo
- Alchemiss
- Mentor
- Microwave
- Minuteman

ENEMIES

- Green Sylph
- Red Sylph
- Manbull

PRIMARY OBJECTIVES

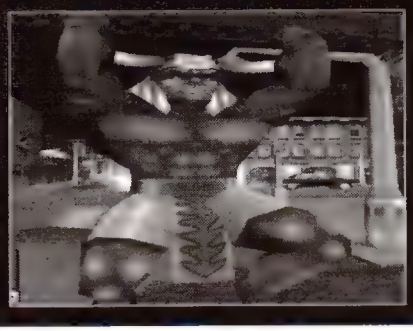
- Find the source of the Bacchites
- Interrogate the Sylphs to find out what's happening
- Eve must survive

SECONDARY OBJECTIVES

- Defeat all of Pan's minions
- Free the police by destroying the cars

WALKTHROUGH

First, let's discuss sylphs. Green ones are linked to plant life and can assume the form of trees and other foliage. The green sylph can summon "Entangling Vines," which induces stasis, a mystical damage. She also has a deadly Poison Spear attack that causes progressive Acid Burn damage. Green sylphs are resistant to piercing, crushing, and cold damage, but vulnerable to heat.



18-2. Sylph and manbull—both are pretty scary.

Red sylphs, on the other hand, are highly resistant to heat damage, so El Diablo's attacks lose one-fourth of their power against them. In fact, a *Heat Siphon* defense actually enables red sylphs to gain energy points from incoming fire attacks. They are highly resistant to acid damage, too, as well as electrical damage. Red sylphs toss a grenade-like fireball called Flame Burst that inflicts heat damage; they also have a melee stab called Flaming Spear that delivers 15 HP of piercing damage.

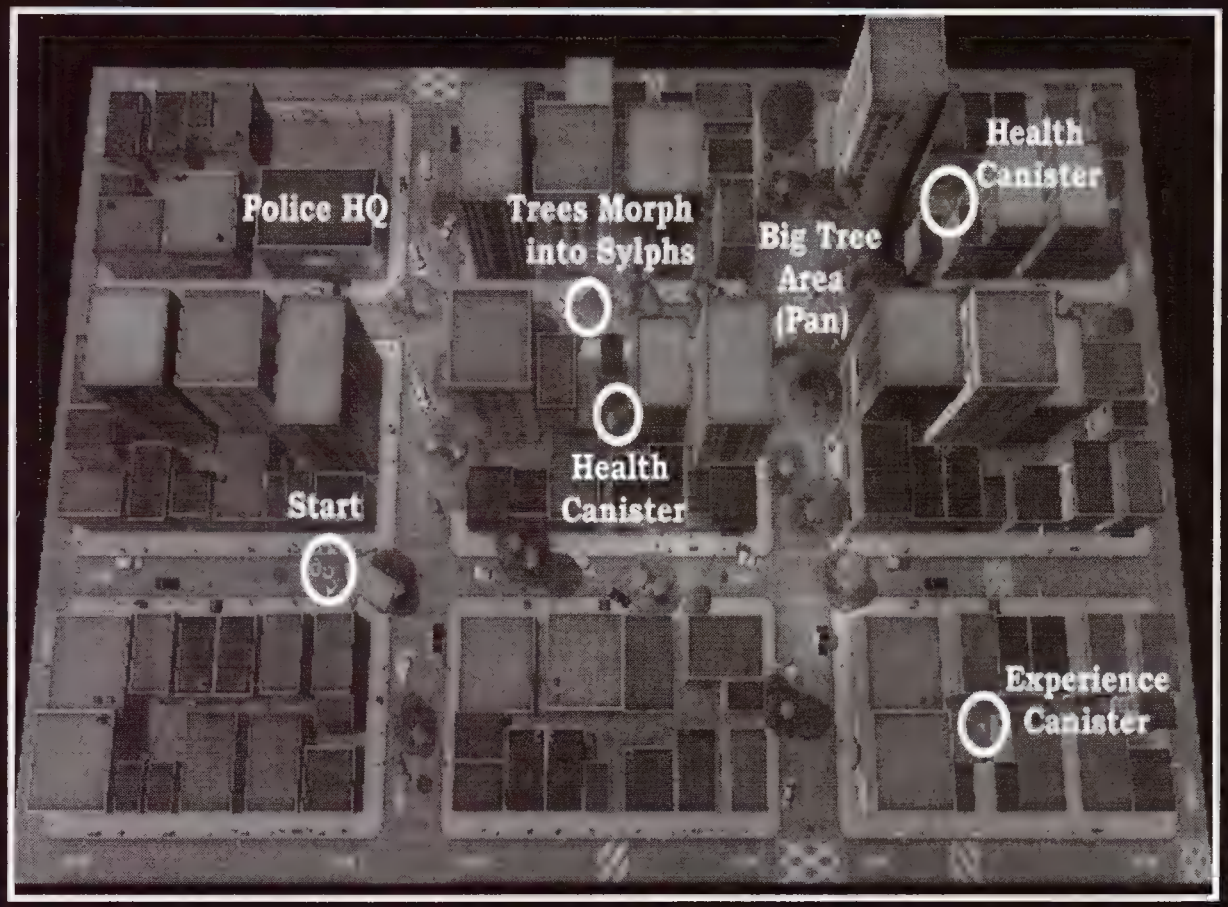
The manbull is a powerful, frightening creature that is extraordinarily strong and fast and devastating in melee combat. Manbulls are resistant to mental attacks, but vulnerable to radiation and acid. The beast's primary attack is a wild, stabbing melee with its jagged horns called Gore, which inflicts 30 HP of piercing damage. Its primordial Bellow area attack has a ranged effect that induces panic damage in targets.

PICK YOUR TEAM

You pick only two squad members this time, as you automatically start with Eve and El Diablo. (El Diablo is doubly good because not only is he resistant to sylph's acid damage, but sylphs are vulnerable to his heat damage.) Sylphs have mystical powers, so Alchemiss and her *Blessed Aegis* passive defense is the perfect choice.

18-3. Here's a good foursome for this adventure: Eve, El Diablo, Alchemiss, and Mentor.

The other choice isn't as clear-cut. Mentor's *Electron Beam* and *Kinetic Barrier* active defense can protect him from the sylph's acid damage. Otherwise, none of the other heroes have any particular advantage over the others.

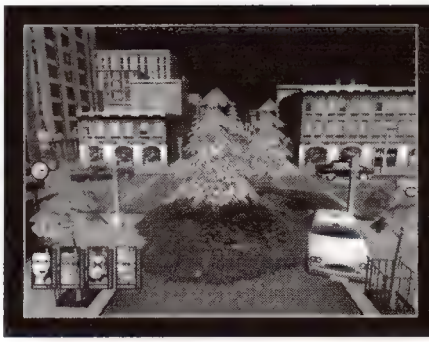


18-4. HERE'S AN OVERHEAD VIEW OF THE AREA.

SONG OF THE SYLPHS

YOU START ON A CITY STREET. ONE OF THE FERAL WOMEN, A GREEN SYLPH LISTED AS A "VIRIDIAN HANDMAIDEN OF THE RETURNED GOD," CONFRONTS YOU RIGHT AWAY. SHE LAUNCHES HER ENTANGLING VINES ATTACK ON EL DIABLO, PUTTING HIM IN A STATE OF STASIS. FIGHT BACK WITH RANGED ATTACKS TO KEEP HER OFF BALANCE. AFTER YOU DEFEAT HER, TALK TO HER. SHE CALLS HERSELF ONE OF "THE SERVANTS OF PAN."

FOLLOW THE RED ARROW AROUND THE FIRST CORNER TO THE LEFT. GREAT GAIA! TREES AND GREENERY ARE SPROUTING UP THROUGH THE CEMENT EVERYWHERE! YOUR TEAM IS SURROUNDED BY WILD LUSHNESS, AT ONCE BEAUTIFUL AND FRIGHTENING.

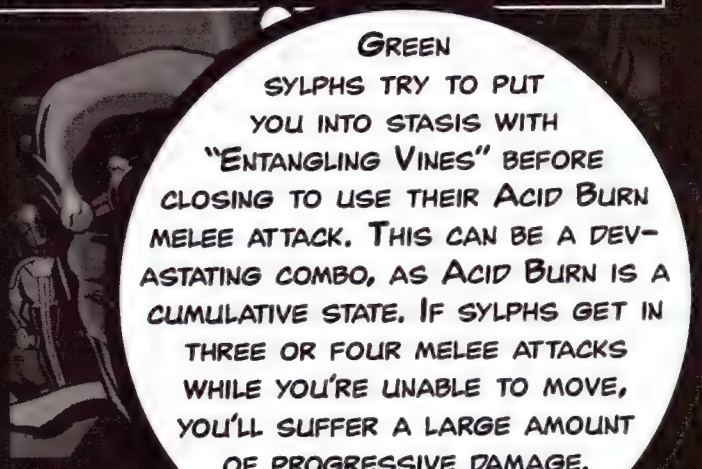


18-5. NATURE'S GONE WILD HERE IN THE HEART OF THE CITY. WHAT'S GOING ON?

CONTINUE DOWN THE STREET TO THE NEXT INTERSECTION. MORE SYLPHS—ONE RED, TWO GREEN—STAND AMIDST AN EXPLOSION OF FOLIAGE COVERING THE INTERSECTION. AS YOU APPROACH, THEY CRY OUT: "THE MASTER HAS CHOSEN YOU, EVE, COME TO US."

KNOCK THEM SENSELESS AND TALK TO THE REMAINING SYLPH. EVE ASKS WHERE TO FIND "THE MASTER." THE SYLPH SAYS, "THE MASTER RULES FROM HIS ISLAND, HIGH ABOVE THE CLOUDS."

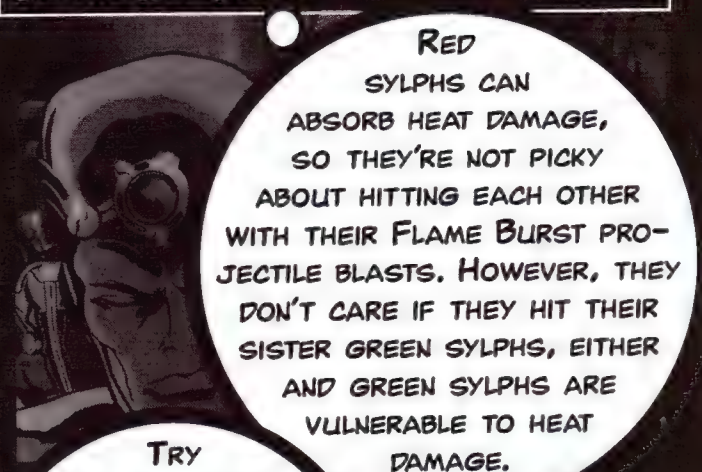
ON THE GREEN SYLPH



Green sylphs try to put you into stasis with "Entangling Vines" before closing to use their Acid Burn melee attack. This can be a devastating combo, as Acid Burn is a cumulative state. If sylphs get in three or four melee attacks while you're unable to move, you'll suffer a large amount of progressive damage. Avoid this at all costs!

Note that the green sylph's stasis attack can affect only ground targets, so use a flyer like El Diablo against them to negate the effect.

ON THE RED SYLPH



Red sylphs can absorb heat damage, so they're not picky about hitting each other with their Flame Burst projectile blasts. However, they don't care if they hit their sister green sylphs, either and green sylphs are vulnerable to heat damage.

Try to draw red sylph fire onto a group of green sylphs (using a hero who's resistant to heat, like El Diablo, if possible).

FREE THE COPS

Turn left in the intersection to see a pile of vehicles blocking the entrance to the police station. Talk to the cop with the red icon above his head. He explains that "these crazy women" did it. This gives you a new secondary objective: *Free the police by destroying the cars.*

18-6. Unblock the police station by destroying the three vehicles piled against the door. When the cops emerge, you complete a secondary objective.

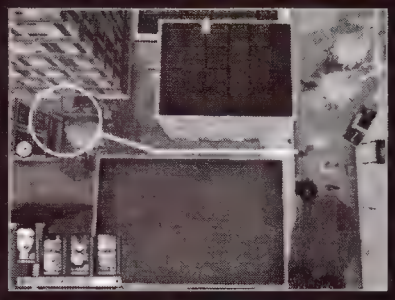
Approach the police station and destroy the three vehicles blocking the station door. Three cops emerge from the building and thank you. One objective completed!

Now return to the intersection and take a right, heading back toward your start position. Take a left at the next corner. (Or just follow the red objective arrow.)

THE MASTER CALLS

About halfway down the block stands another pair of sylphs, one red and one green. Suddenly Eve, sounding dazed, says, "The master calls. I don't know how much longer I can hold on!" As you approach the sylphs, they attack. Knock them out!

Two more sylphs rush up to join the fracas. Defeat them too, and then talk to the one who remains standing. She says, "We serve Pan now, and soon so shall you."



18-7. Find the *Health Canister* (circled) just down the alley from the fight with four sylphs.

Immediately send your least healthy hero down the alley to the left to find a **Health Canister**; it twirls behind a tree near the dumpster. Then send your team down the street, following the red arrow.

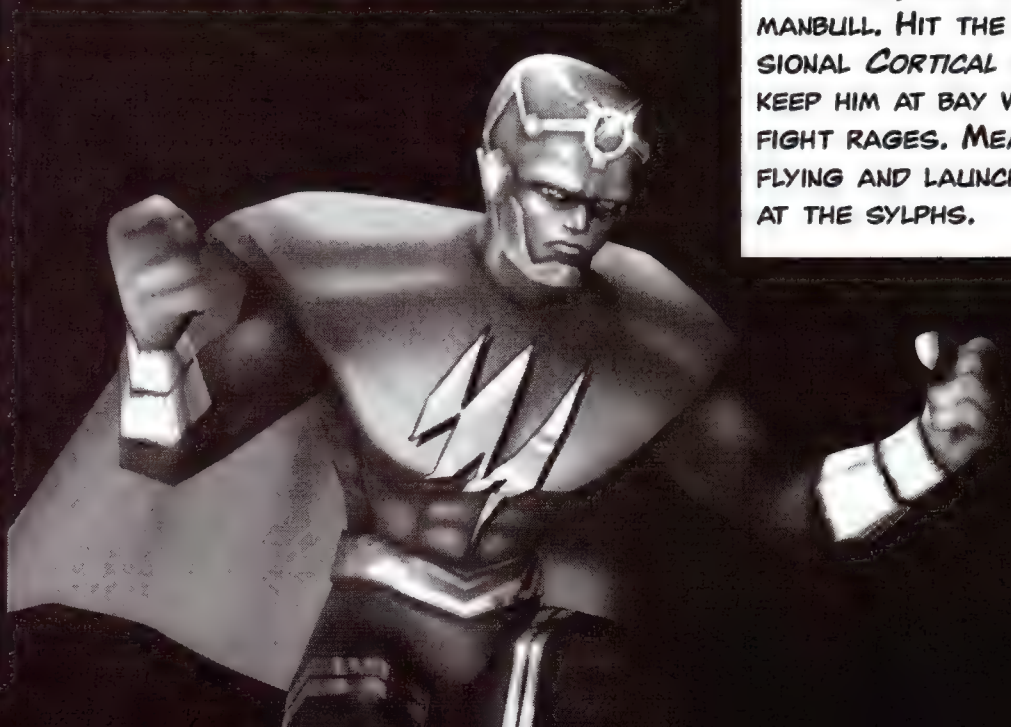
THE FIRST MANBULL

Continue to the next intersection, where a huge pine tree blocks the street. More sylphs lurk around the corner to the left. Eve keeps fending off attempts to control her mind, saying at one point, "Yes, drink the... no! Get out of my mind!" You hear an odd, chant-like song again, and this time Eve comments on it: "Do you hear it?" Suddenly, a massive manbull attacks!

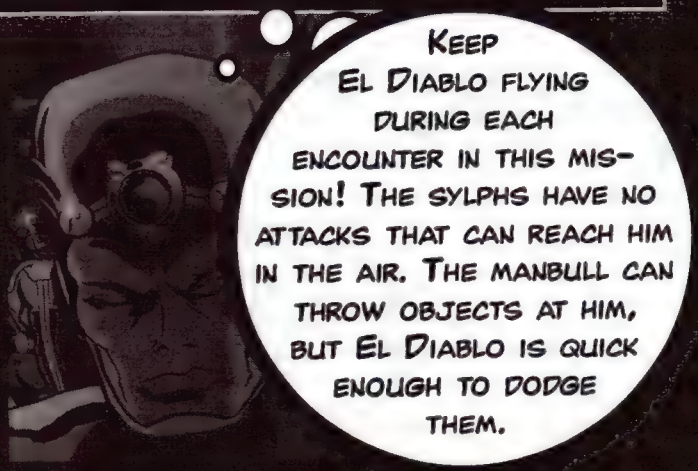
18-8. The mighty manbull can toss a taxi like a baseball.

This is a very tough fight. Three green sylphs and a red sylph join the manbull (referred to as the "mighty minotaur of the returned god" in the Status bar). The fearsome beast has a powerful charging attack, but he's vulnerable to radiation and acid damage.

Have Mentor (or Microwave, if he's on the team) fire radiation weapons at the manbull. Hit the manbull with an occasional *Cortical Suppression* attack to keep him at bay while the rest of the fight rages. Meanwhile, keep El Diablo flying and launching heat damage down at the sylphs.



FIRE UP!

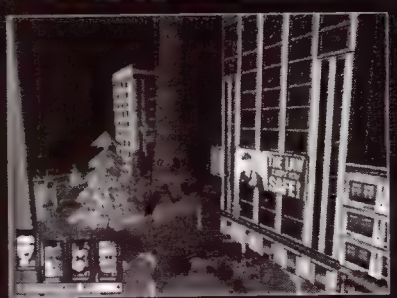


When the battle ends, one sylph remains standing, ready to talk. Before you interrogate her, find the **Experience Canister** down the alley behind the Fresh Coffee shop just down the street. Then return and talk to the sylph. When asked her purpose, she replies, "The master summons all to his garden."

THE MANBULL TRIO

Three more of the bestial buddies hang out near the trunk of the massive tree down at the next intersection. Fly El Diablo ahead and rain fire on them until the area is clear. Nail any remaining sylphs, too.

Turn and head up the street to the left, away from the big tree. Careful! Three "trees" will suddenly morph into green sylphs. Eliminate them.



18-9. Now that's a big tree. Watch out for the trio of manbulls snorting around the vicinity.

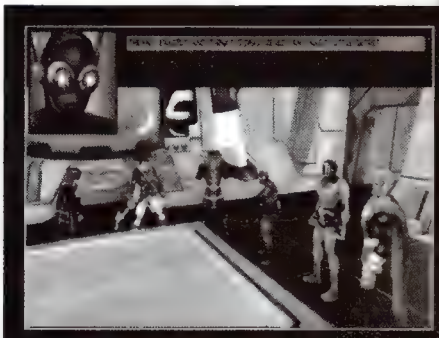
A red sylph will be ready to talk after you defeat her. However, one of the secondary objectives is to defeat all of Pan's minions. Just to check, send El Diablo flying up and down streets looking for any straggling minions. Then interrogate the last sylph by the big tree.

MEET PAN

Hear that pipe music? The sylph says her master is coming, and you will kneel before him. Sure enough, Pan appears, calls for Eve to join him, and she does. In fact, she whacks El Diablo with an arrow and beams away with the new guy!

18-10. Sure, you have things in common. But what about the team, Eve?

MISSION 19: FORBIDDEN FRUIT

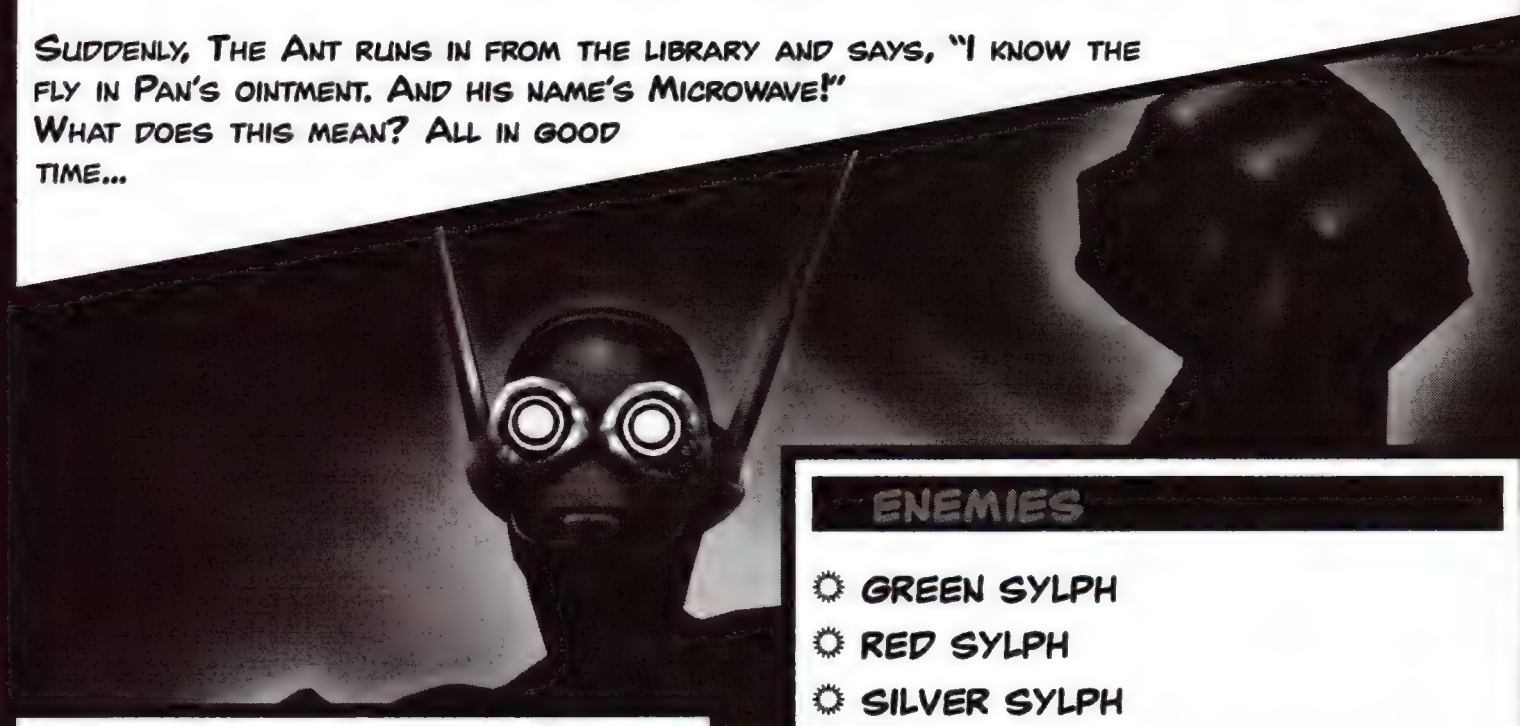


19-1. The team ponders their plan of attack for Pan's island, which floats like a bawdy dream over Patriot City.

The citizens of Patriot City point to the sky. Could it be? Yes, indeed—it's a floating island. Women are beckoned to this island by the pulsating pipes of Pan! As you might expect, this is the topic of the day back at Freedom Fortress. The isle in the sky is Pan's home and the likely whereabouts of Eve.

Despite Alchemiss' reference to Eve as "that little walking bouquet," the team is determined to get her back. However, all indicators point to the uncomfortable possibility that Pan is indeed a god, perhaps one from another dimension. How can anyone, even a team of true blue superheroes, fight a god?

Suddenly, The Ant runs in from the library and says, "I know the fly in Pan's ointment. And his name's Microwave!" What does this mean? All in good time...



SUGGESTED MISSION HEROES

- Microwave
- El Diablo
- Alchemiss
- Man-Bot

ENEMIES

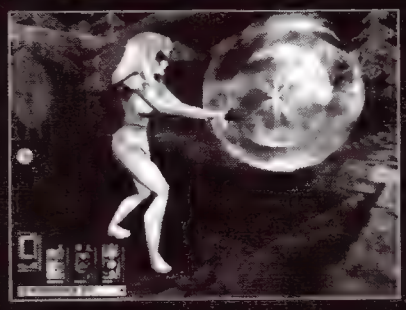
- Green Sylph
- Red Sylph
- Silver Sylph
- Manbull

PRIMARY OBJECTIVES

- Find and retrieve the fruit
- Microwave must survive
- Administer the fruit to a Bacchite

WALKTHROUGH

MICROWAVE IS YOUR PRE-ASSIGNED TEAM LEADER. YOU FACE THE SAME ENEMIES AS IN THE LAST MISSION—RED AND GREEN SYLPHS, AND MANBULLS—PLUS ONE NEW VARIETY, THE SILVER SYLPH. SILVER SYLPHS ARE FLIERS IMBUED WITH NATURE'S POWER OF ELECTRICITY. THEY PROJECT RANGED CHAIN LIGHTNING ATTACKS THAT ARE "CHAINED," MEANING THE DAMAGE IMPACTS THE FIRST TARGET AND THEN CONTINUES ON TO ANY OTHER TARGETS NEAR THE FIRST TARGET. THESE BALLS OF LIGHTNING ARE VERY ACCURATE AND VERY POWERFUL.



19-2. THE SILVER SYLPH IS A FORMIDABLE NEW OPPONENT. HER DEADLY CHAIN LIGHTNING ATTACK IS "CHAINED"—THAT IS, IT TRAVELS FROM TARGET TO TARGET IF THE TARGETS ARE CLOSE ENOUGH TO EACH OTHER.

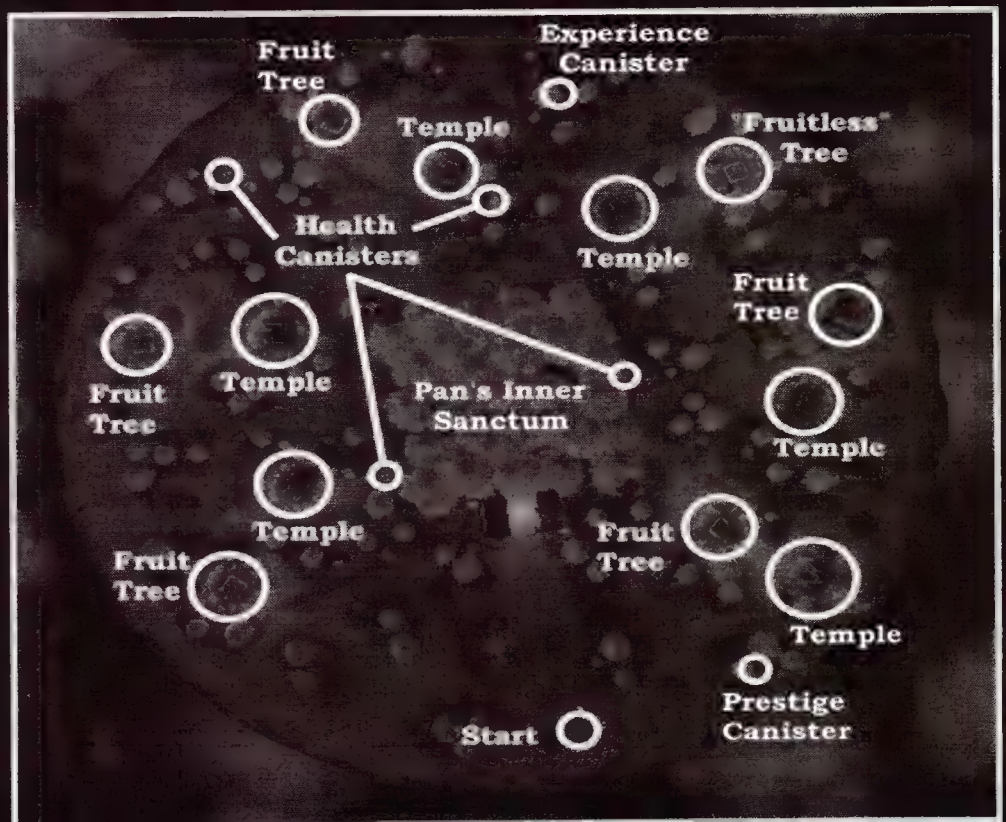
STICK WITH EL DIABLO AND ALCHEMISS FOR THIS MISSION AND ADD MINUTEMAN TO THE LAST SLOT. HIS WELL-ROUNDED STATS ARE ALWAYS WELCOME ON ANY TEAM, AND HIS AWESOME *SMASH* ATTACK WILL PROVE USEFUL AS YOU UNLEASH SOME TEMPLE-BASHING ON THE ISLAND.

19-3. HERE'S YOUR ISLAND TEAM—ALCHEMISS, MICROWAVE, MINUTEMAN, AND THE FABULOUS FLYING EL DIABLO.

ARRIVAL

THIS IS A VERY STRAIGHTFORWARD MISSION FALLING INTO THE CLASSIC "EASY TO LEARN, HARD TO MASTER" CATEGORY. AS YOU ARRIVE, MENTOR EXPLAINS HOW THE ANT'S RESEARCH REVEALS THAT A PARTICULAR VARIETY OF FRUIT ON THE ISLAND SHOULD CURE EVE OF HER PAN-AFFLICTION.

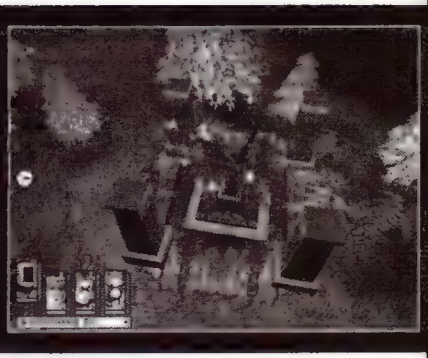
PAN AND THREE GREEN SYLPHS FORM A GREETING PARTY AS THE ACTION BEGINS. AFTER SLINGING A FEW INSULTS, PAN DISAPPEARS. GET EL DIABLO UP IN THE AIR IMMEDIATELY AND ROAST PAN'S GALS.



19-4. HERE'S AN OVERHEAD VIEW OF PAN'S FLOATING ISLAND.

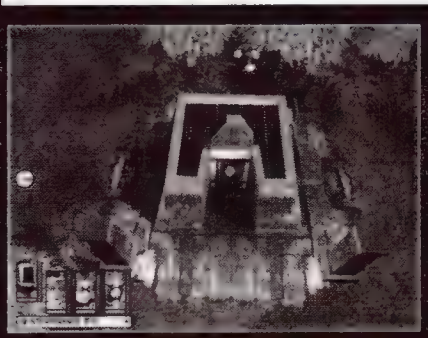
THE LAYOUT

Take a look at the overhead map (see 19-4). Pan's island is a circle and in the center is a large structure, Pan's inner sanctum. Arrayed around the outside are six tree planters, each surrounded by pillars. Five of the planters hold magic fruit trees (see 19-5). You must pluck a fruit from each of these five trees to get the amount of mystic fruit you need to cure Eve.



19-5. Find five of these magic fruit trees on Pan's island and pluck the fruit for Eve's cure.

Of course, such things are never easy. Two of Pan's sylphs (in various combinations of red, green, and silver) protect each magic tree. Also, next to each tree is a temple (see 19-6). Move the cursor over one of these temples to get a clue to its function. The Status bar reads "Place of praise from which Pan's pawns pour." When you approach a temple, it springs to "life" as one of Pan's minions emerges to attack. The temple continues to spawn an enemy every 45-60 seconds until you destroy it.



19-6. Each temple spawns bad guys (and gals). Have Minuteman crush these into rubble as soon as possible.

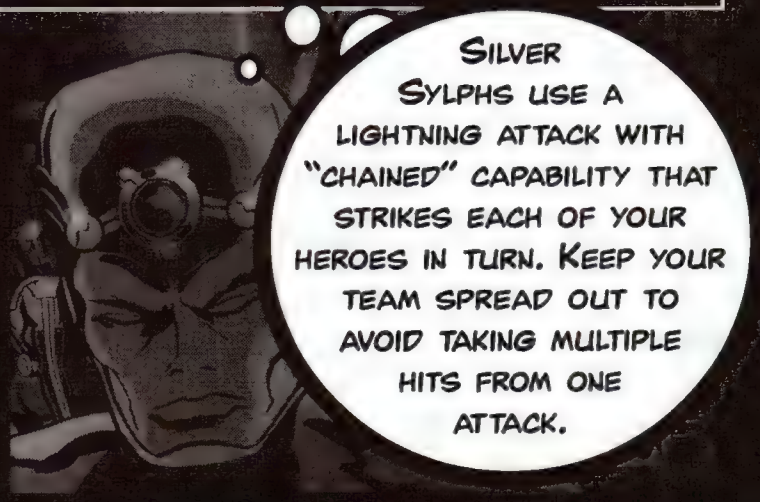
THE ATTACK PLAN

In general, work around the circle of the island from magic tree to magic tree, defeating the sylph tree guards and immediately destroying each temple. (It doesn't matter which direction you go, clockwise or counterclockwise.)

19-7. Keep your heroes spread apart as you approach each tree/temple area to avoid the chained effect of a sylph's lightning attack.

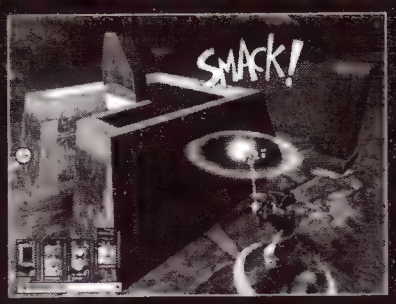
As you approach each tree area, spread out your forces! Don't travel in a "hero clump." If you approach in a clump, any nearby silver sylph can toss a Chain Lightning strike that zaps all four of your heroes with painful electrical damage.

ON THE SILVER SYLPH



Immediately deploy Minuteman to smash the nearby temple to rubble. Have another hero (Microwave) provide cover by engaging any minion that spawns from the temple as Minuteman pounds away.

Your remaining two heroes should attack the pair of sylphs guarding the tree. Once the temple is destroyed, you can focus all of your attention on the sylphs.



19-8. Turn Minuteman loose on each temple. His mighty blows can quickly demolish Pan's minion-spawning structures.

Watch out for sylphs roaming in the forested areas between each tree/temple area. As you travel to the next magic tree, these sentries will attack. They can be hard to see amongst the rocks and foliage.

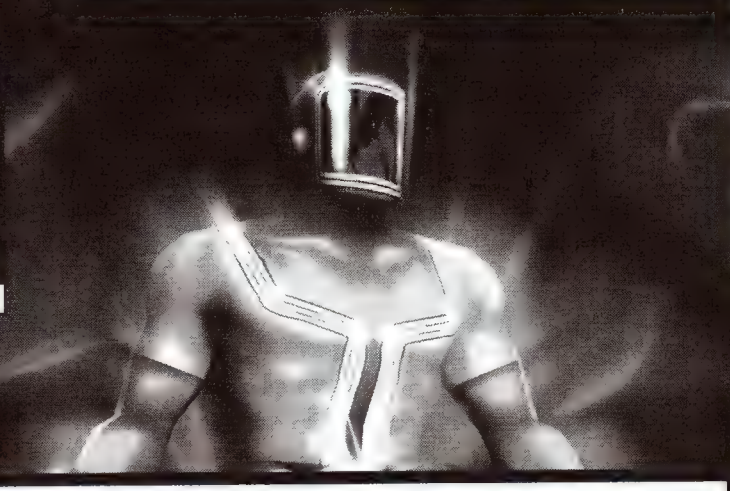
Forget about the magic tree fruit until the two sylph guards and any temple-spawned bad guys are defeated. Then send Microwave to pluck it.

Now move your group to the next tree, watching for lone sylph sentries posted along the way, and repeat the aforementioned attack plan.

19-9. Watch out for lone sylphs posted along the route from magic tree to magic tree.

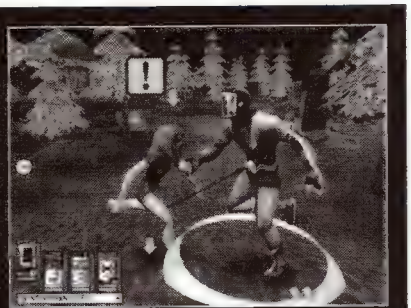
FEED A SYLPH

Once you have fruit from all five trees, Microwave suggests you try it on a test subject. Find a dazed sylph nearby. (Look for the red exclamation icon over her head.) Select Microwave and click on the sylph. He administers the fruit concoction and she transforms back into a standard female civilian.



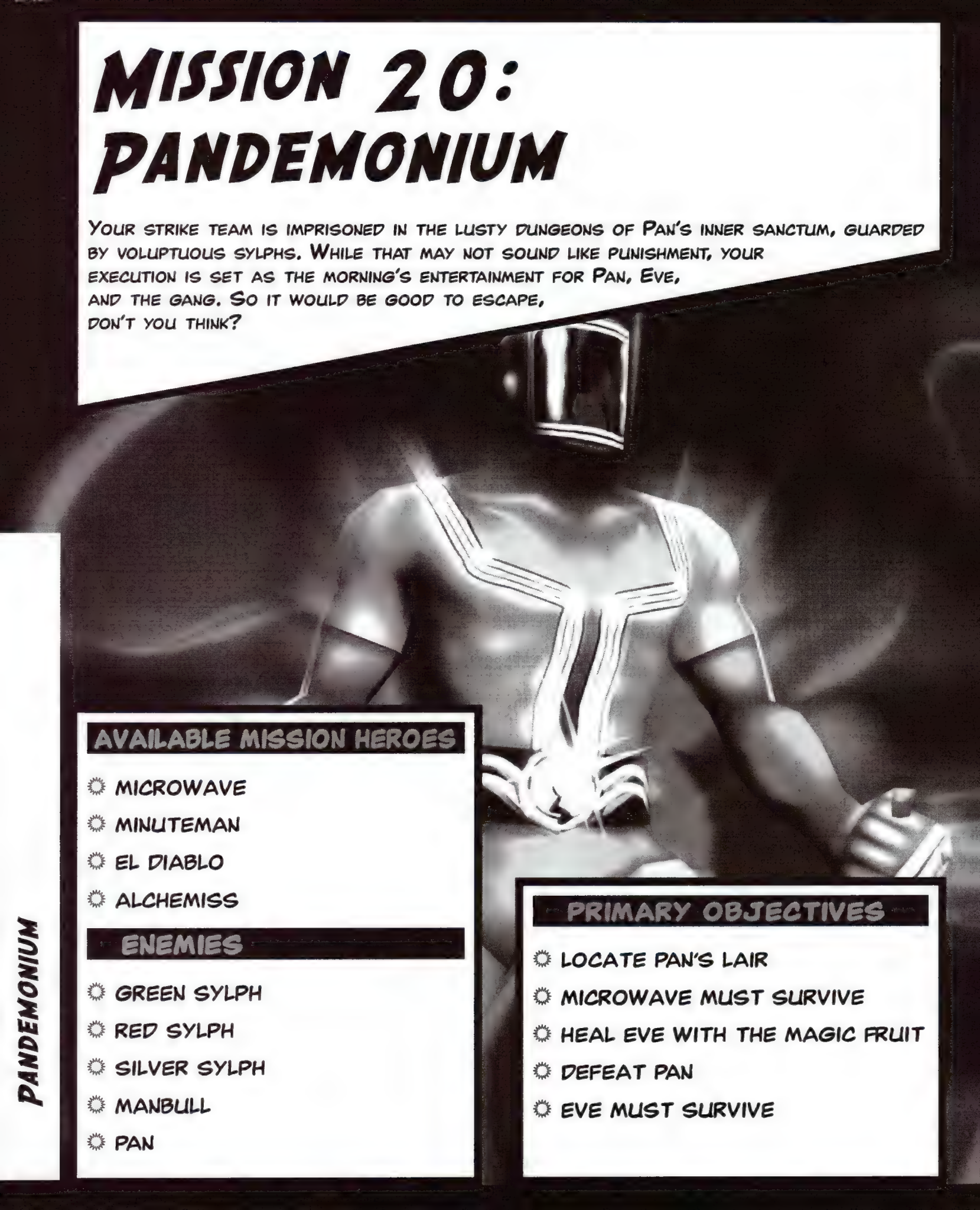
The woman then provides information about Eve's location and offers to get your team into Pan's inner sanctum. Eve then betrays her friends and they end up in Pan's dungeon to await execution.

19-10. Feed fruit to the dazed sylph, turning her from a wanton, playful creature back into a solid citizen.



MISSION 20: PANDEMONIUM

YOUR STRIKE TEAM IS IMPRISONED IN THE LUSTY DUNGEONS OF PAN'S INNER SANCTUM, GUARDED BY VOLUPTUOUS SYLPHS. WHILE THAT MAY NOT SOUND LIKE PUNISHMENT, YOUR EXECUTION IS SET AS THE MORNING'S ENTERTAINMENT FOR PAN, EVE, AND THE GANG. SO IT WOULD BE GOOD TO ESCAPE, DON'T YOU THINK?



AVAILABLE MISSION HEROES

- MICROWAVE
- MINUTEMAN
- EL DIABLO
- ALCHEMISS

ENEMIES

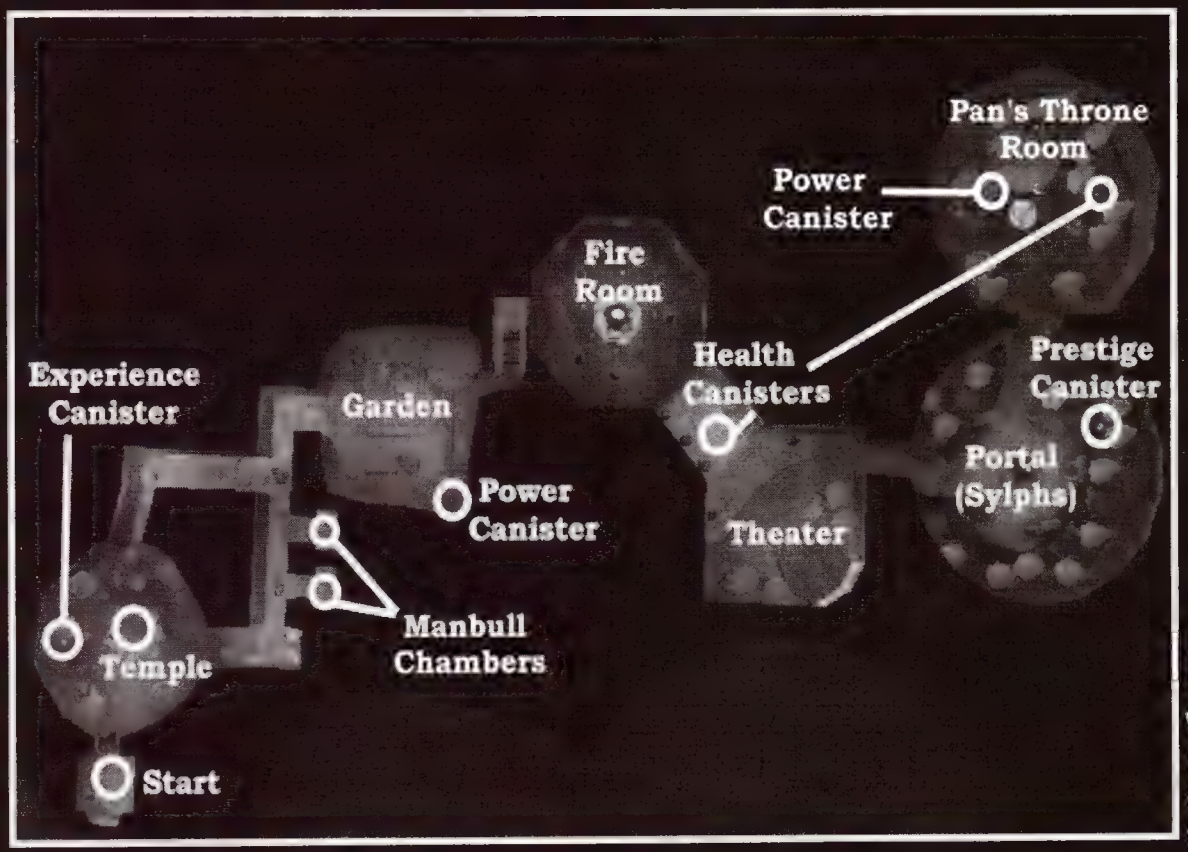
- GREEN SYLPH
- RED SYLPH
- SILVER SYLPH
- MANBULL
- PAN

PRIMARY OBJECTIVES

- LOCATE PAN'S LAIR
- MICROWAVE MUST SURVIVE
- HEAL EVE WITH THE MAGIC FRUIT
- DEFEAT PAN
- EVE MUST SURVIVE

WALKTHROUGH

As the story opens, Eve fawns on Pan, promising to bring him pleasure and cutesy surprises as she spends the morning "building an idol to your glory." You control the same foursome that ended the last mission. For this mission, your heroes consist of Microwave, Minuteman, El Diablo, and Alchemiss.

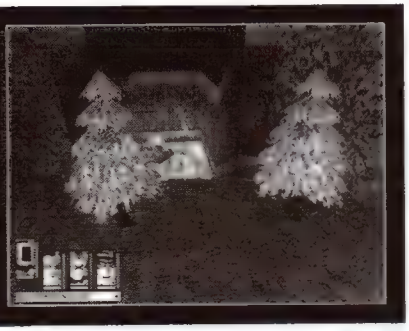


20-1. Here's an overhead view of the first areas of Pan's inner sanctum.

DUNGEON COURTYARD

You start in the dungeon. Suddenly, the doors swing open. Microwave cannot compute this unexplained phenomenon, but don't waste time wondering. Knock out the two green sylph guards and venture into the courtyard.

Another of Pan's temples sits in the middle of the courtyard. Follow Microwave's recommendation and smash the building before minions start to emerge from it. Then send a hero for the green **Experience Canister** to the left of the temple site.



20-2. The "trees" by the exit doorways are actually green sylphs, ready to morph into attack form.

Careful now! Four "trees," two near each exit passage, are actually green sylphs. They morph as you approach, so eliminate them. Mentor reestablishes the psychic link, and demands you exercise caution.

Manbull Corridor

The walls of the exit corridor contain two secret chambers that burst open as you approach. Two vicious manbulls will burst through the shattered wall and attack at close quarters.

Keep your team back in the courtyard, put El Diablo in the air and fly him down the corridor. When the manbulls crash through the wall, hit one with a flame attack and then zoom El Diablo back to the courtyard. (The manbulls will likely pick up boulders to toss at El Diablo when he's flying.)

Knock Back the Manbull

Manbulls are devastating in melee combat. They close incredibly quickly and knock your heroes back great distances, seldom giving them a chance to get up. So even though manbulls will throw objects at flying characters, it's best to attack them from the air. If you must take on a manbull in melee, use attacks with knockback (like the Repulsion that Alchemiss commands) to keep the big beasts off their feet.

Now have your team knock out the bullish creatures. If both emerge into the courtyard, split your team in two to attack each manbull. Keep them at a distance! When the fight is over, send El Diablo flying down the corridor to the next open area, a garden.

Garden of Pan

Four green sylphs patrol this lush, hedged garden area. Green sylphs are vulnerable to heat damage, so hit them from the air with El Diablo. Take your time, too. Green sylphs can't hit fliers, remember? All they can do is stand there and suffer the flame damage.

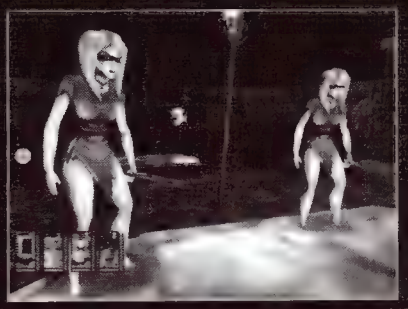
20-3. El Diablo can have a field day against green sylphs, as long as he stays aloft.

After El Diablo finishes off the sylphs, bring the rest of the team forward into the garden. The next chamber calls for a slightly different approach.

Bonfire Chamber

Send your entire team forward to the exit staircase. Mentor appears, warning that he senses "creatures who draw their power from the heat of the Earth itself." That would be red sylphs, two of them, and now you see why El Diablo should hang back. You may recall that red sylphs actually *absorb* heat damage and transform it into energy.

And that's not all. The wall of this next chamber is lined with temple masks that shoot jets of fire at your heroes.



20-4. Red sylphs are bad enough, but those flame-spitting temple masks on the walls are killers.

Target the sylphs from the doorway with your other ranged attacks and restrict El Diablo to his *Swift Punch* melee attack, which delivers only crushing damage. (He can get in close because he's resistant to heat damage, too.) After you defeat the red sylphs, you could walk around smashing the temple masks. However, they are tough (50 HP, explosive, and resistant to most attacks), so consider just running your crew across the chamber to the exit hall.

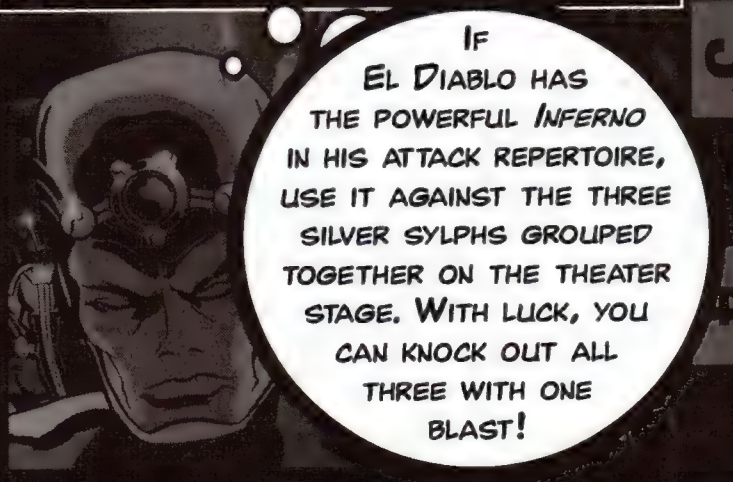
20-5. Alchemist should use a little "knockback" action on this charging manbull. *Repulsion* should keep her from getting gored—for now.

Manbulls patrols the exit hall. You don't want to get into a melee battle with a manbull. These beasts are not only powerful, but their Bellow attack sparks panic, wresting your heroes out of your control. Keep El Diablo in the air and hit the bellowing beasts immediately with ranged attacks. Fortunately, a **Health Canister** awaits your damaged heroes in the hallway.

THEATER ROOM

The next room features a raised platform where Pan's bawdy and no doubt tasteless entertainments are staged. Three silver sylphs are waiting your arrival. Remember that silver sylphs have a Chain Lightning attack, so spread your team around the chamber and open fire with your ranged attacks.

STAGE INFERNO



After you defeat the silver sylphs, proceed to the exit passage.

SPACE TIME PORTAL

The next chamber features a glowing blue dimensional portal atop a central platform surrounded by Stonehenge-like stone pillars pulsing with odd energy. As you enter, Microwave announces, "This unit detects agitation of space time. We must neutralize." Then a silver sylph appears in the portal. She fires Chain Lightning blasts, so spread your team apart quickly.

20-6. Look out! Silver sylphs emerge from the blue portal atop the center platform.

The portal continues to spit out silver sylph attacks, up to a total of three. Unfortunately, you cannot hit the portal itself. However, you can shut it down. Move your cursor over one of the surrounding stone pillars. The Status bar identifies it as a "slab of stone, accurately aligned to stars and space." The pulsating energy of these aligned stones projects the portal. So now you get to smash some more big things.

20-7. Demolish the surrounding stone pillars to seal up the dimensional portal, reducing the number of silver sylphs you must fight.

Split up your troops and start hammering at the stones, each of which has 30 HP. Minuteman is best at this endeavor, with his powerful *Smash* attack. El Diablo's *Inferno* and *Ignition* (if he has it) are good attacks, too. Don't forget the **Prestige Canister**.

After you destroy the stone pillars—or after you defeat the third silver sylph, whichever comes first—the portal stops spawning minions. Now move into the final chamber.

THRONE ROOM

Yes, here it is, Pan's seat of power. Watch the long cinematic to see the truth come out. Eve has been faking it! Excellent news. She zaps the man-bull guards, making your job easier. Unfortunately, Pan manages to turn Eve into a green sylph. You'll have to cure her with the fruit potion Microwave carries.

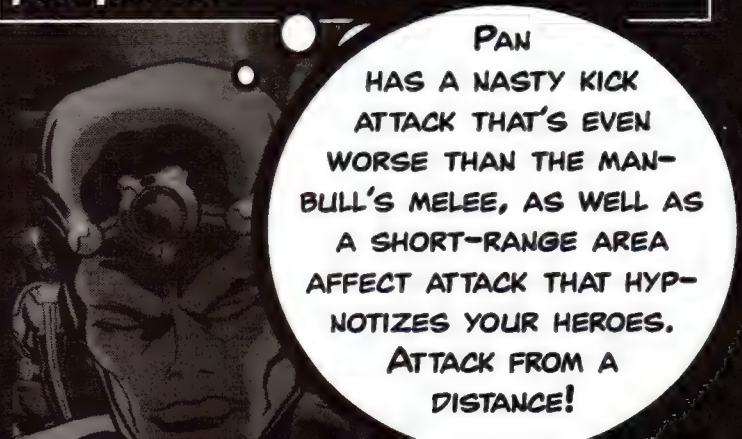
20-8. Pan is buffed, as befits a god. He also happens to be immortal.

Before that, however, you face a very, very tough fight. Pan is no slouch. With 145 hit points of durability, Pan is resistant to piercing, crushing, mental, and electrical damage. His standard attack is the Cloven Kick, a swift strike that delivers 15 HP of crushing damage. He also fires a Sacred Bolt, a ranged attack that delivers 15 HP of electrical damage with a high stun rate. But perhaps his most effective weapon is the Lethes Song, a powerful area attack that induces a mental state of hypnosis.

Don't forget about Eve, either. (She's called "Enchanted Eve" in the Status bar.) Being a green sylph now, she attacks you, too. However, one good fireball from El Diablo should put her out of commission until you're done with Pan.

Note, however, that *Pan cannot be defeated!* If you burn through all 145 of his hit points, he merely laughs at you and keeps fighting! Microwave then speculates a new analysis: "Being known as Pan cannot be defeated. Primary objective established to restore Eve creature to normal form."

PAN TACTICS



DEFEAT PAN

Although Pan can't be defeated, he can be neutralized. First, you must restore Eve. After you defeat the "Enchanted Eve" (the green sylph) and the red icon appears over her head, she's ready for restoration. Keep Pan occupied with your other three heroes, then select Microwave and choose the sylph. When Microwave reaches her, she transforms back into Eve.

20-9. Microwave must restore Eve to her normal state by administering the magic fruit compote. (Make sure you knock her out first.)

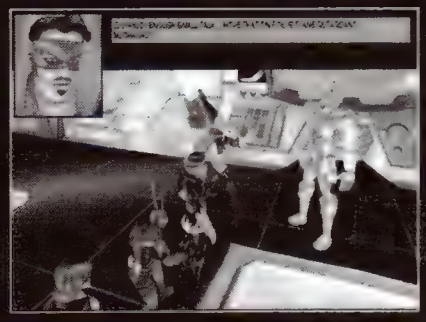
Now you must deplete all 145 of Pan's hit points. Keep the battle away from Eve because if she goes down, you lose. Ranged attacks are best. Remember that Pan is vulnerable to heat damage. If El Diablo can connect with a good *Inferno* blast or two, the battle is sure to go your way.

20-10. Pan's one vulnerability is heat damage. With that in mind, direct El Diablo to roast Pan with *Inferno*, *Tongues of Flame*, *Hellfire*—whatever's hot and available!

After you defeat Pan, Eve places him in captivity and forces him to restore all that he's changed. Soon the team is back together in Freedom Fortress... ready to face their most dangerous challenge of all!

MISSION 21: BEGINNING OF THE END

The chilling plot of Time Master out-chills any plot in the history of the universe. As our heroes try to ponder the meanings of recent events, the temporal fiend suddenly teleports into the heart of Freedom Fortress. His mission: To kidnap Man-Bot, the single most concentrated source of Energy X in existence. Why? To harness the untold power pulsing within Ted Taylor's armored shell for a purpose so unspeakable, so cowardly, that only a truly twisted mind could conceive of it.



21-1. The gleaming time-glutton seeks Man-Bot for his nefarious purposes.

It appears that Time Master has unlocked the secret of immortality—*his* immortality, anyway. To achieve it, he must engineer nothing less than the cessation of time itself. The Celestial Clock, the beating heart of temporal existence, can be stopped only by a burst of energy great enough to shatter the foundations of the universe: a burst of pure Energy X. Hence, the need for Man-Bot.

In other words, Time Master is willing to sacrifice the entire universe for his own selfish quest for life eternal.

PRIMARY OBJECTIVES

- PLACE A TRANSMITTER ON EACH OF THE THREE CRYSTALS
- PROTECT THE CIVILIANS
- RETURN TO THE BASE! THE SIGNAL IS READY TO BE SENT!
- DEFEAT LORD DOMINION AND HIS ELITE GUARD

SECONDARY OBJECTIVE

- DON'T ALLOW ANY CIVILIAN TO BE INJURED

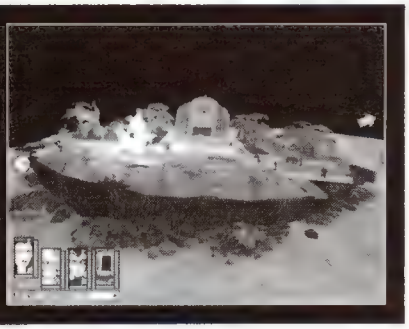
SUGGESTED MISSION HEROES

- MAN O' WAR
- BULLET
- EVE
- EL DIABLO/MICROWAVE

ENEMIES

- RAPTOR
- WILD RAPTOR
- TOUGH RAPTOR
- T-REX
- ALIEN WARRIOR
- ALIEN SERGEANT
- LORD DOMINION

WALKTHROUGH



21-2. Time Master drops Freedom Fortress and a slice of the surrounding city right into the Mesozoic Age.

It appears that all of the attacks on Patriot City were nothing more than Time Master's mad quest for data, seeking the purest concentration of Energy X in the universe. As the evil mastermind slips back through the temporal barrier with Man-Bot in tow, he sends the Freedom Fortress (plus a chunk of the surrounding neighborhood) plummeting down a wormhole of time—a journey to Earth's own primitive past.

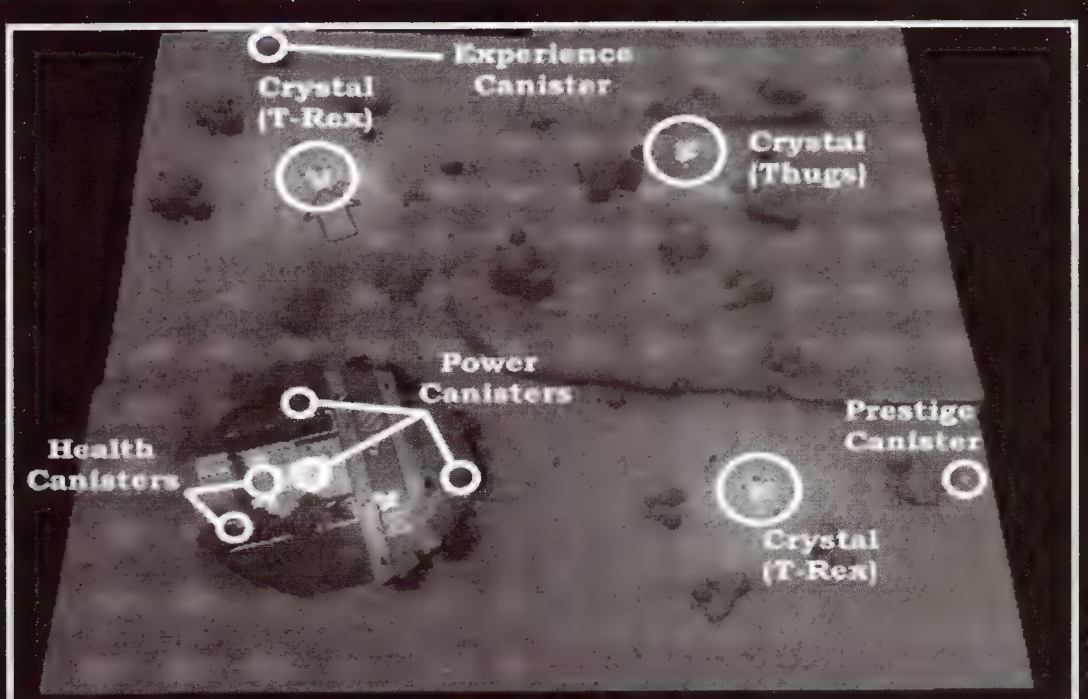
That's right: Dinosaurs! Again! Your adventure in the Mesozoic Age also includes a confrontation with another familiar foe—alien troopers of the Domain, led by Lord Dominion.

PICK YOUR TEAM

21-3. Here's the team used for this mission: Eve, Bullet, Man O' War, and Microwave.

Dinosaurs of all stripes (literally) are vulnerable to radiation and acid damage. On the other hand, Domain aliens are actually resistant to radiation, but are quite vulnerable to piercing damage. So let's choose a team tailored to those facts.

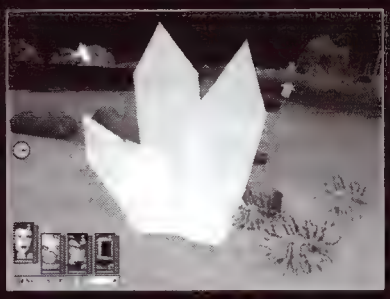
Eve has a tough *Acid Arrow* attack, the third power in her *Archery* tier. Plus her deadly piercing archery attacks are very effective against thin-skinned aliens. Man O' War and his powerful *Electrical* attacks can inflict good damage on dinosaurs and aliens, plus his tough *Kraken's Scales* passive defense provides excellent protection against the crushing and piercing melee damage delivered by dinosaurs. Either Microwave or Mentor can zing strong radiation attacks at enemies. One other need specific to this mission is speed, which means Bullet.



21-4. Here's an overhead view of the mission.

RIG THE CRYSTALS

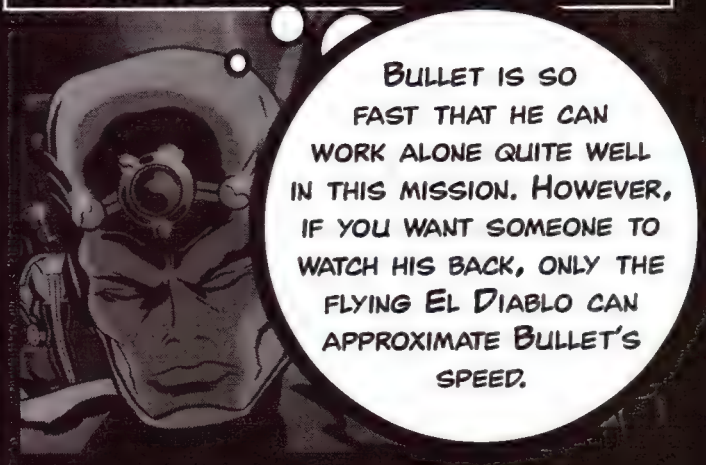
The Ant has a plan. He wants to rig transmitters to a trio of giant crystals. This, he hopes, will amplify the Freedom Fortress communications enough to broadcast a distress call through time into the future—to, of all people, Lord Dominion. After all, they may be the only ones who know how to stop Time Master.



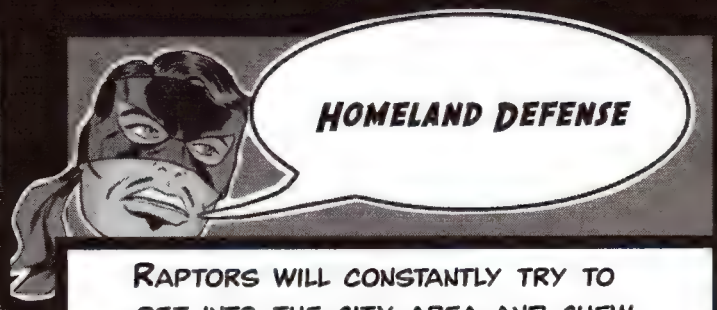
21-5. Send Bullet to each of three giant crystal formations out in the desert to place the transmitters for The Ant.

So your task is to send at least one hero into the raptor-infested desert. Sounds like a job for Bullet.

THE LONE GUNMAN



Take notice of the other primary objective: *Protect the civilians.* And even more taxing is the secondary objective: *Don't allow any civilian to be injured.* That's asking a lot of your small team; this mission truly tests your ability to multitask. But by now, you should be able to do it.



Raptors will constantly try to get into the city area and chew on civilians, so make sure you leave heroes in town to hold the fort.

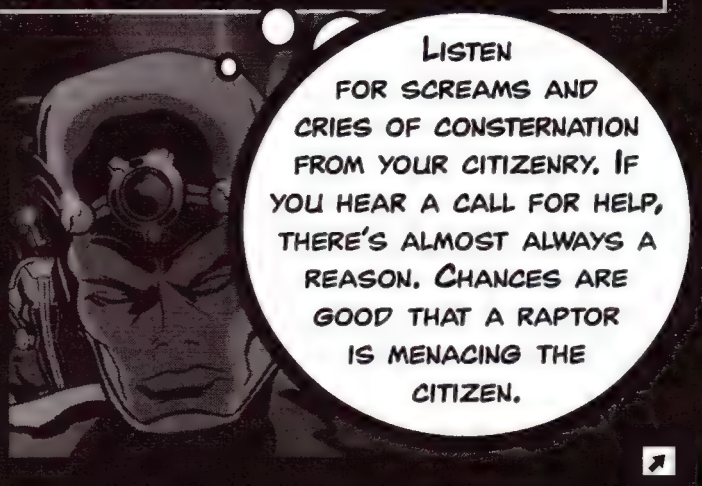
DEFEND YOUR TURF

You can send Bullet to the crystals in any order. For simplicity's sake, let's travel clockwise, following the red objective arrow. First, though, deploy your other three heroes around the city area.

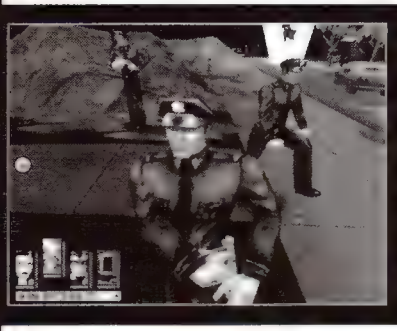
21-6. Most raptor forays come down the main street or over the ridge from the right. Place your heroes accordingly.

Place Microwave down the street at the edge of the desert, next to the police car. Put Man O' War on the low ridge to the right, looking out toward the great dinosaur skeleton in the near distance. Keep Eve near The Ant, prepared to reinforce either of the two sentries. She can zing an arrow of support with tremendous accuracy, speed, and distance.

NEVER CRY WOLF



THE COPS WHO RODE THE TEMPORAL ROLLER-COASTER WITH YOU ARE FAIRLY DECENT LAW ENFORCEMENT EXPERTS. THEY CAN BE OF GOOD SERVICE WHEN THE RAPTORS MAKE THEIR MEAL RUNS.

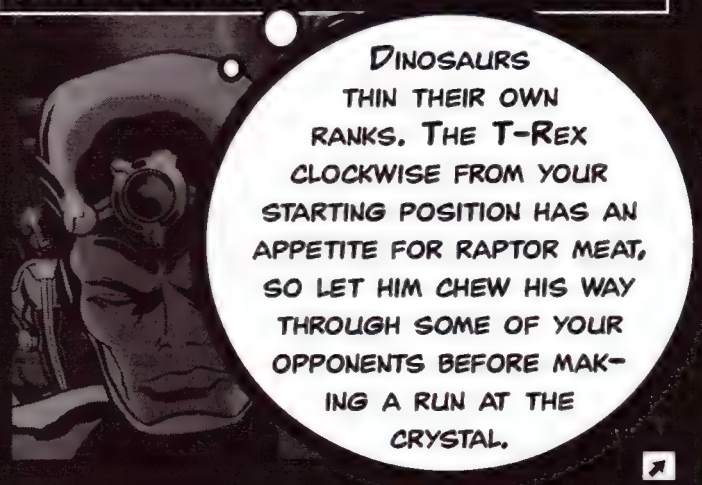


21-7. THESE THREE COPS DO A FAIRLY GOOD JOB OF HELPING YOU SECURE THE MAIN STREET AREA.

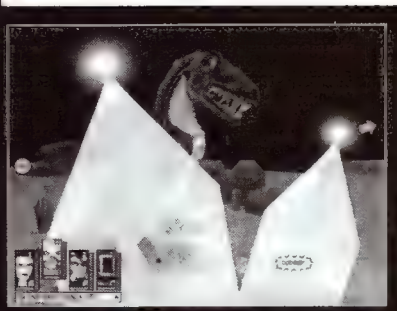
FIRST CRYSTAL

SEND BULLET TOWARD THE FIRST CRYSTAL, MOVING IN A CLOCKWISE DIRECTION AROUND THE MAP FROM YOUR STARTING POINT. KEEP A CLOSE EYE ON HIM THIS FIRST LEG OF THE JOURNEY. SEVERAL RAPTORS ROAM THE AREA. PAUSE FREQUENTLY AND MOVE THE CAMERA BACK AND FORTH BETWEEN THE CITY AREA AND BULLET.

THINNING THE RANKS

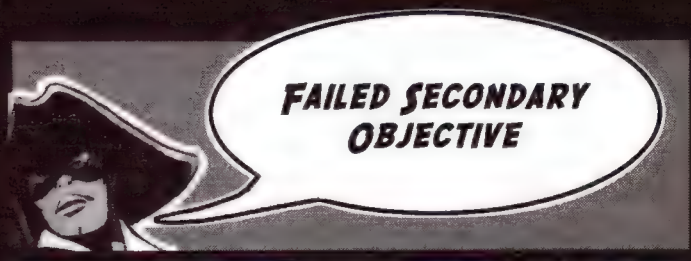


AS BULLET APPROACHES THE FIRST CRYSTAL, RAPTORS TRY TO CUT OFF HIS PATH. SUDDENLY, A NEW PROTECTOR OF THE CRYSTAL EMERGES FROM BEHIND A ROCK FORMATION—A TOWERING T-REX! BUT DON'T WORRY, THIS ACTUALLY WORKS IN YOUR FAVOR. IN FACT, THE T-REX IS FAR LESS CONCERNED ABOUT YOUR CRYSTAL TRESPASSING THAN HE IS ABOUT LUNCH.



21-8. YES, HE LOOMS LIKE RED DEATH OVER HIS CRYSTALS, BUT THE DINOSAUR IS MORE INTERESTED IN THE JUICY RAPTORS.

CLICK ON THE CRYSTAL TO HAVE BULLET PLACE THE TRANSMITTER, AND THEN QUICKLY LEAVE. HEAD STRAIGHT ACROSS THE SANDS TO THE NEXT CRYSTAL.



It's very possible to complete all mission objectives using the path we present in this walkthrough. Note, however, that a female civilian wanders lost out in the desert near the first crystal. There's a good chance raptors will attack her before Bullet can get to all three crystals.

So, if you want to absolutely ensure the success of *all* mission objectives, you should take two strong heroes to each crystal and finish off every dinosaur in the area. Even this approach is risky to civilians.

CHECK BACK HOME

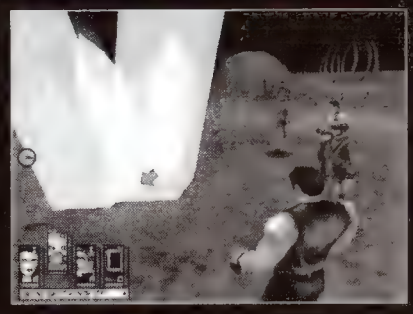
Bullet is so agile and speedy that you can let him run alone without much worry. Meanwhile, pause the action and scan over to the city area. Roving raptors will make a run down the main street. Zap one with Microwave, and bring Eve up to pierce another.

21-9. Microwave's radiation beam slices through raptors like a knife through tofu. Don't let citizens get in the line of fire, though.

Don't pull Man O' War from his ridge-top post unless absolutely necessary. Three young raptors lurk down below, waiting for the right moment to strike.

SECOND CRYSTAL

Four foolish thugs stand around the second crystal, seeing it as "the biggest gosh darn diamond" in the world. They plan to fight to protect it. Send Bullet over to dispose of them. Two down, one to go!



21-10. Ignore the thugs around the second crystal. Bullet's so fast they'll barely see him.

Send Bullet on to the third crystal, pause the game, and scan back to the city area again. If raptors are attacking, set up your targeting decisions, unpause the game and let it play out a bit, and then pause again and readjust. Don't let dinosaurs get *close* to civilians. If they do, you might damage your own folks while trying to blast raptors.

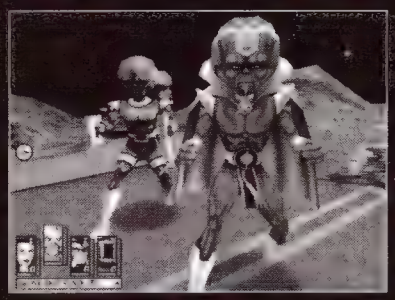
THIRD CRYSTAL

Planting the third transmitter is a piece of cake. Another lumbering T-Rex lurks near the third crystal, but he's no match for Bullet's speed. Once the beacon is placed, the first primary objective is completed and The Ant calls you back to base. With Bullet still selected, send him back to the street next to The Ant.

S.O.S. DISTRESS

The Ant fires up his now-amplified communications rig, and sure enough, out of a temporal portal steps two alien warriors, two alien sergeants, and none other than Lord Dominion himself. Unfortunately, Minuteman's call for peace falls on deaf ears. The Domain folk come out blasting and talking trash.

Your FF team should be well trained by now. This particular super-foursome can wipe out the alien wave in short order. When the last one goes down, Lord Dominion is ready to talk. He agrees to help you oppose the Time Master, but says Domain technology enables him to send "only four measly warriors" to the period of time that Time Master inhabits. Only four? Hey, that'll do.



21-11. Lord Dominion and his lackeys pop through the space-time continuum looking for a fight. Give it to them!

Mission 22: The End of Time

This mission opens with a quick glimpse of Man-Bot and Time Master in the cosmic realm of the Celestial Clock—"the beating heart of Time itself." Man-Bot asks, "So you'd have the whole universe die so that you may live forever?" Time Master replies: "You find that selfish, I suppose." No way! Why would anyone think *that*?

Now comes the ultimate test of your superhero skills. This mission brings back every single enemy who you faced in all of the previous missions. In fact, "The End of Time" is more like 13 mini-missions in one. So it's very important that you build a well-rounded team of heroes who can handle a wide range of combat.

Pick Your Final Team

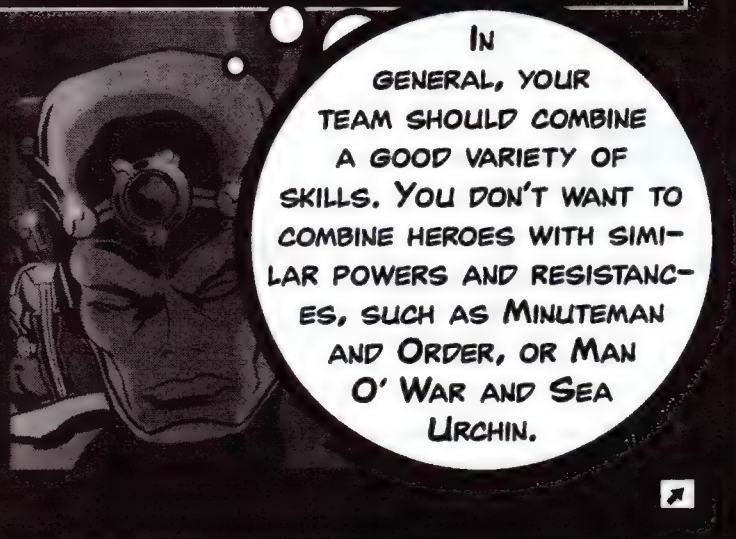
The suggestions provided here rely on the fact that you've fully trained your heroes over the course of the game. If any of these four are poorly developed, by all means replace them with one of your stronger heroes.

22-1. Here's a great combo of heroes for the final mission: Minuteman, Man O' War, El Diablo, and Microwave. Alchemist and Mentor offer nice alternatives, too.

First, take Minuteman. He's a great team leader, his melee Crushing damage is incomparable, and his jumping ability lets him get to the rooftops. Second, take Man O' War. His defenses are strong and his *Electrical* melee and ranged attacks can hurt anyone, especially robots.

Third, take El Diablo. He's a flier, always a valuable attribute, and his *Heat* blasts can wilt most enemies. Finally, take Microwave. Very few foes have resistance to his *Radiation* attacks. In particular, his *Microwave Beam* is deadly, featuring high accuracy even at long range.

SPICE OF LIFE



These hero combinations are just suggestions. Other heroes present nice alternatives, too. For example, Liberty Lad's assortment of grenades gives you a good choice of damage options: crushing (*Stun Grenade*), energy (*Energy Grenade*), and heat (*Proximity Grenade*). Eve and Law offer great piercing attacks; Alchemiss gives you mystical abilities; and Mentor is the mental master.

Again, training is key—at this point in the game, weak heroes are a detriment.

WALKTHROUGH: PART 1

Thanks to Lord Dominion, your foursome arrives in Time Master's realm of time. They drop in via a portal onto a slice of dimensional reality that is essentially a "gear of time" on the Celestial Clock. In this mission, you jump from gear to gear, twelve in all. Each time-gear is a temporal location in Freedom Force's past.

Man-Bot says his "universal awareness" (gained from being tethered to the Celestial Clock) will let him guide you along the time stream to his location. However, he warns of obstacles—"obstacles from your own past."

SUGGESTED MISSION HEROES

- Minuteman
- Man O' War
- El Diablo
- Microwave

ENEMIES: PART 1

- Various Thugs
- Gangster
- Pinstripe
- Ice Trooper
- Ice Queen
- Frost Warrior
- Nuclear Winter
- Various Raptors
- Soldier Ant

PRIMARY OBJECTIVES: PART 1

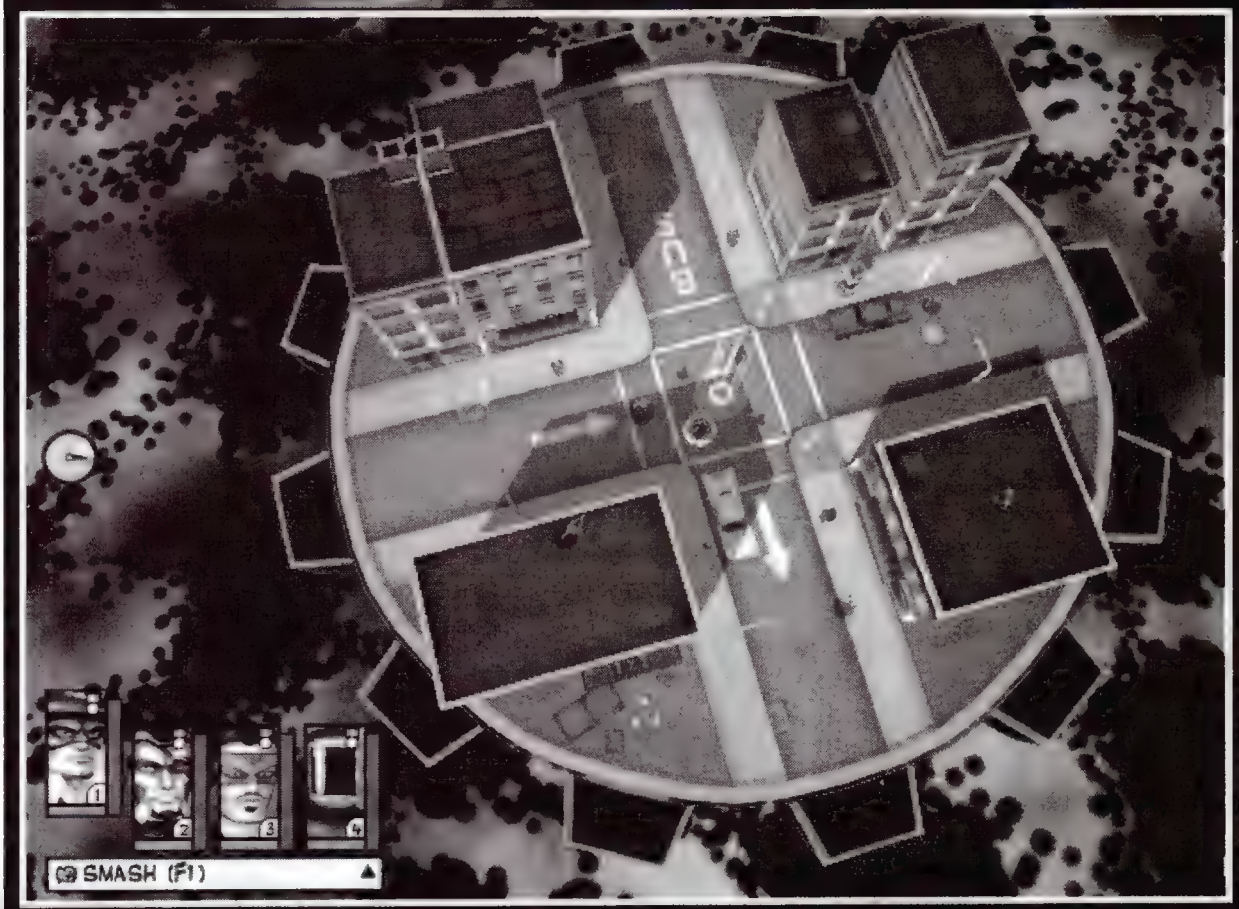
- Defeat Pinstripe and his goons
- Defeat Nuclear Winter and his lackeys
- Defeat the prehistoric pests
- Defeat the oversized ants

GEAR 1: PINSTRIPE AND HIS GOONS

The first location pits you against Pinstripe and his mob on the city streets. The big purple kingpin opens fire from short range while his goons hit you from all angles. Pause the game immediately to freeze the action, and then start giving attack orders.

When you defeat the last enemy on each time-gear, Man-Bot sends a transport beam that can provide passage to the next gear. When the beam hits the ground, it explodes with a lot of "knock-back" force. Any hero standing nearby may be knocked off the gear and lost in the time stream.

Before you defeat the last bad guy on each time-gear, make sure your heroes are safely away from the portal location (the disk labeled with a Roman numeral), preferably behind a building or rock for cover. Also, save your game as you arrive at each new gear!



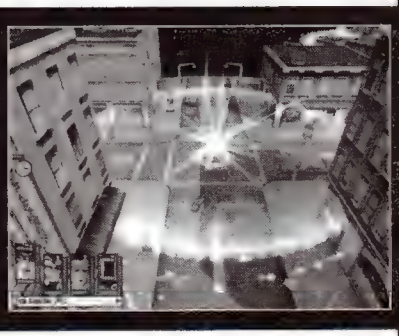
22-2. Here's an overhead view of the time-gear area.

Pinstripe can absorb crushing damage and turn it into energy and health, so hit him with ranged attacks from Man O' War and Microwave. The sooner Pinstripe goes down, the better. Hop Minuteman onto the roof to nail the thug with bombs. Get El Diablo flying and send an *Inferno* blast at the pair of shooters (gangster and hit man) down the street behind you. After Minuteman KO's the first roof thug, send him after the second roof thug, just across the street.

22-3. Focus two heroes on Pinstripe, and send your other pair after his minions.

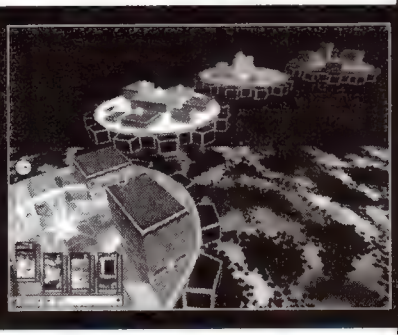
Before you knock out the last bad guy on the gear, make sure all of your heroes are as far away from the glowing portal disk as possible. When you KO the last enemy, Man-Bot shoots down a transport beam for you. Unfortunately, this beam hits the ground with explosive power. It can knock nearby heroes completely off the gear, out into the void.

22-4. Watch out for Man-Bot's transport beam! Its arrival can knock you right off the gear.

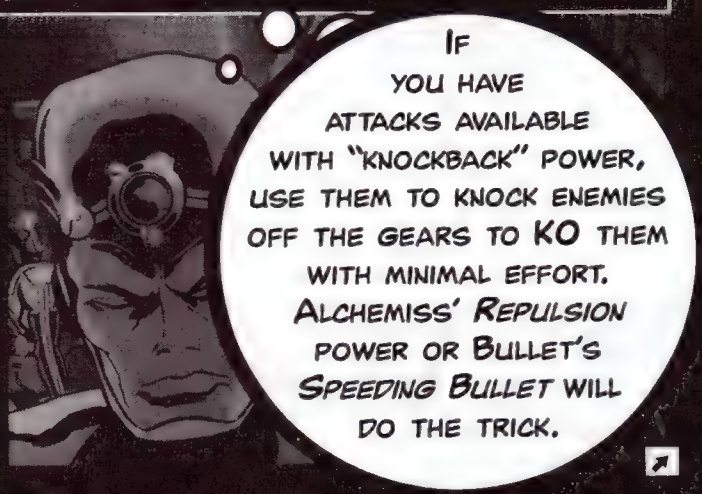


When the transport beam is safely down, direct one team member to step into it. The others automatically follow... and off you go to the next gear.

22-5. Here's the view—one gear down, three to go.

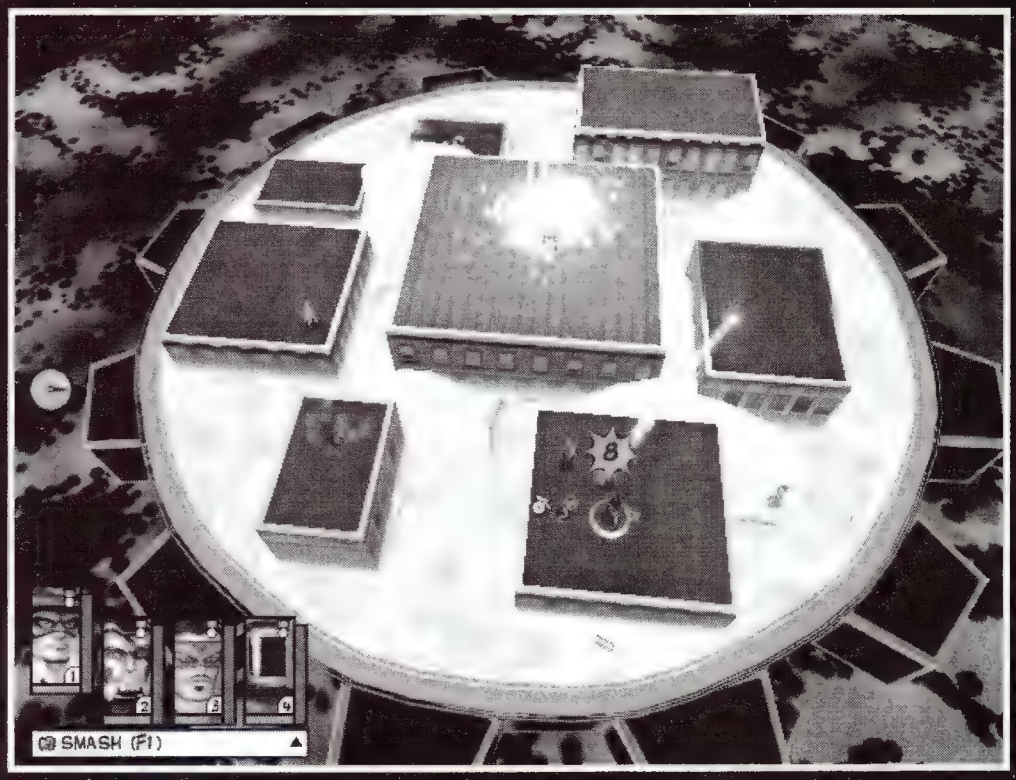


HEY, KNOCK IT OFF



GEAR II: NUCLEAR WINTER AND HIS LACKEYS

The next gear on the Celestial Clock features a frozen cityscape crawling with the frigid followers of Nuclear Winter. The followers include two ice troopers, two ice queens, and two frost warriors, plus Nuclear Winter.

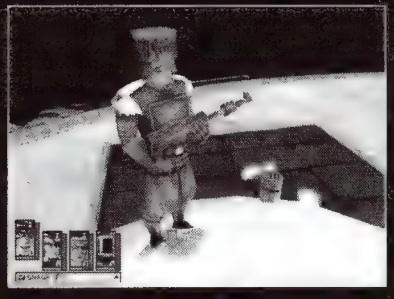


22-6. Here's an overhead view of the time-gear area.

Nuclear Winter is vulnerable only to heat, and resistant to electrical and radiation damage. Immediately target him with El Diablo's *Tongues of Flame* and send Minuteman over to *Smash* him. None of his minions are resistant to radiation, so direct Microwave's long-range beam attack at rooftop targets. All of the bad guys are resistant to electrical damage, so send Man O' War prowling the snow-filled streets looking for victims to *Pressure Punch*.

22-7. Ouch! El Diablo can handle Nuclear Winter all by himself, if necessary, since he's vulnerable to heat.

Again, when only one enemy remains, move everyone away from the portal disk in the gear's center. Then eliminate the final minion and wait for the transport beam to expend its explosive energy.

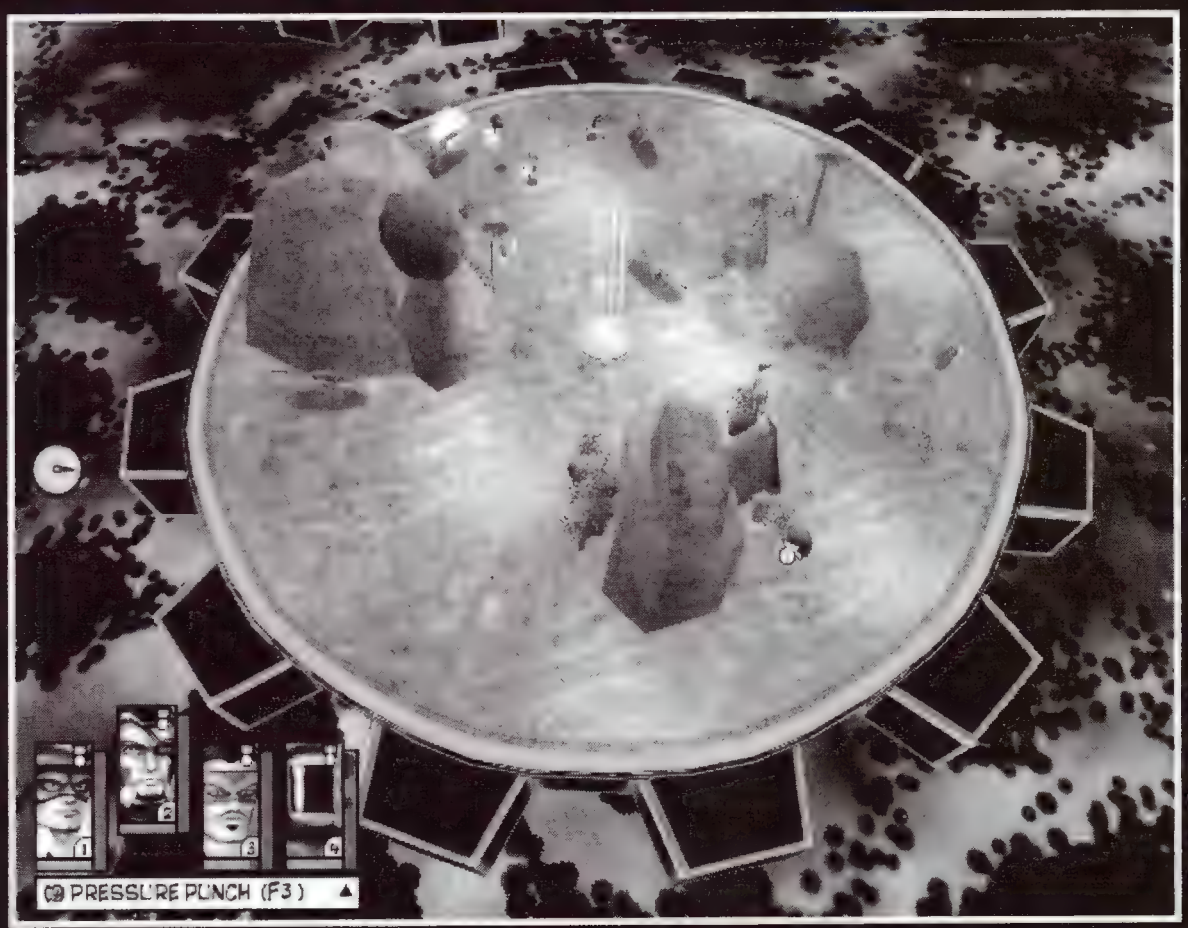


22-8. Don't miss the *Health Canister* next to the guard.

Before you head for the portal, send your most-damaged hero to the **Health Canister** behind one of the back build-

GEAR III: THE PREHISTORIC PESTS

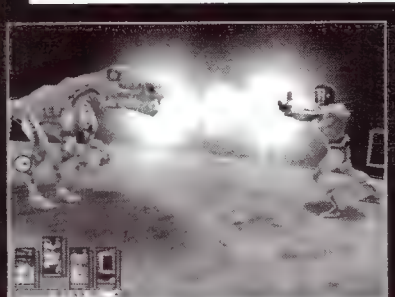
THE NEXT TIME-GEAR BRINGS YOU FACE TO SNOUT WITH THAT MOST UNPLEASANT LIZARD OF THE MESOZOIC AGE, THE RAPTOR. NO BOSSES LIVE HERE, SO SPLIT YOUR TEAM AND HAVE THEM WORK IN PAIRS. TRY TO CREATE TWO-ON-ONE SITUATIONS AGAINST THE SIX RAPTORS THAT INHABIT THIS LITTLE SLICE OF TIME.



22-9. HERE'S AN OVERHEAD VIEW OF THE RAPTOR'S TIME-GEAR AREA.

YOU MAY RECALL THAT RAPTORS DON'T MIND A LITTLE HEAT. EL DIABLO'S ATTACKS ARE LESS EFFECTIVE, SO KEEP HIM UP IN THE AIR FOR PROTECTION. THE LIZARDS DESPISE RADIATION OF ALL KINDS, HOWEVER, SO MICROWAVE SHOULD HAVE A FIELD DAY.

AGAIN, BEFORE YOU ZAP THE LAST RAPTOR, MOVE EVERYONE AWAY FROM THE PORTAL DISK. AFTER THE TRANSPORT BEAM HITS, CHECK OUT THE ROCK FORMATION BEHIND THE PORTAL TO FIND ANOTHER **HEALTH CANISTER**. TIME TO SWITCH GEARS AGAIN.



22-10. MICROWAVE TAKES THE POINT AGAINST THE RADIATION-HATING RAPTORS.

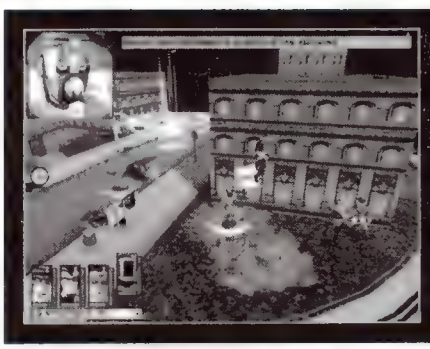
GEAR IV: THE OVERSIZED ANTS

ANTS! BIG ONES! SIX OF THEM! ALL SIX ARE OF THE SOLDIER VARIETY, THE KIND THAT SPITS ACID. MAN O' WAR AND MINUTEMAN ARE VULNERABLE TO ACID DAMAGE, SO BE CAREFUL WHEN DEPLOYING THEM.

SOLDIER ANTS ARE VULNERABLE TO ACID AND MYSTICAL DAMAGE, AND NONE OF THE FOUR HEROES CHOSEN FOR THIS WALKTHROUGH SPECIALIZES IN THOSE TYPES OF ATTACKS. ON THE OTHER HAND, ALL OTHER ATTACKS EXCEPT PIERCING ONES INFLICT NORMAL DAMAGE, SO EVERYONE CAN GET INVOLVED IN THIS FIGHT.

22-11. HERE'S AN OVERHEAD VIEW OF THE TIME-GEAR AREA WITH THE ANTS.

HAVE MINUTEMAN JUMP ATOP THE NEAREST BUILDING TO CLOBBER THE ANT CAMPING THERE. SEND EL DIABLO FLYING AND FIRING AT THE OTHER ROOFTOP ANTS. HIT THE NEARBY GROUND ANT WITH MICROWAVE'S BEAM ATTACK AND TRY TO HIT AS MANY ANTS AS POSSIBLE WITH RANGED ATTACKS.

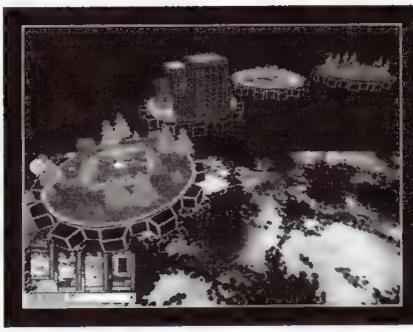


22-12. REMEMBER TO MOVE YOUR HEROES TO A SAFE POSITION (SHIELDED FROM THE PORTAL) BEFORE YOU KO THE LAST ANT.

WHEN THE LAST ANT REMAINS, GET YOUR TEAM SAFELY AWAY FROM THE PORTAL AND LET MICROWAVE ZAP THE FOE. SEND YOUR MOST DAMAGED HERO TO THE **HEALTH CANISTER** AT THE END OF THE STREET. THEN HOP INTO THE PORTAL. CONGRATULATIONS! YOU'VE COMPLETED THE FIRST PART OF THIS MOST DIFFICULT

THE TIME-GEARS: PART 2

After a break to tally your score, Man-Bot continues to ease you down the time stream. Four more time-gears loom out of the void. Get ready for increasingly difficult combat.



22-13. Four more time-gears stretch across the void.

ENEMIES: PART 2

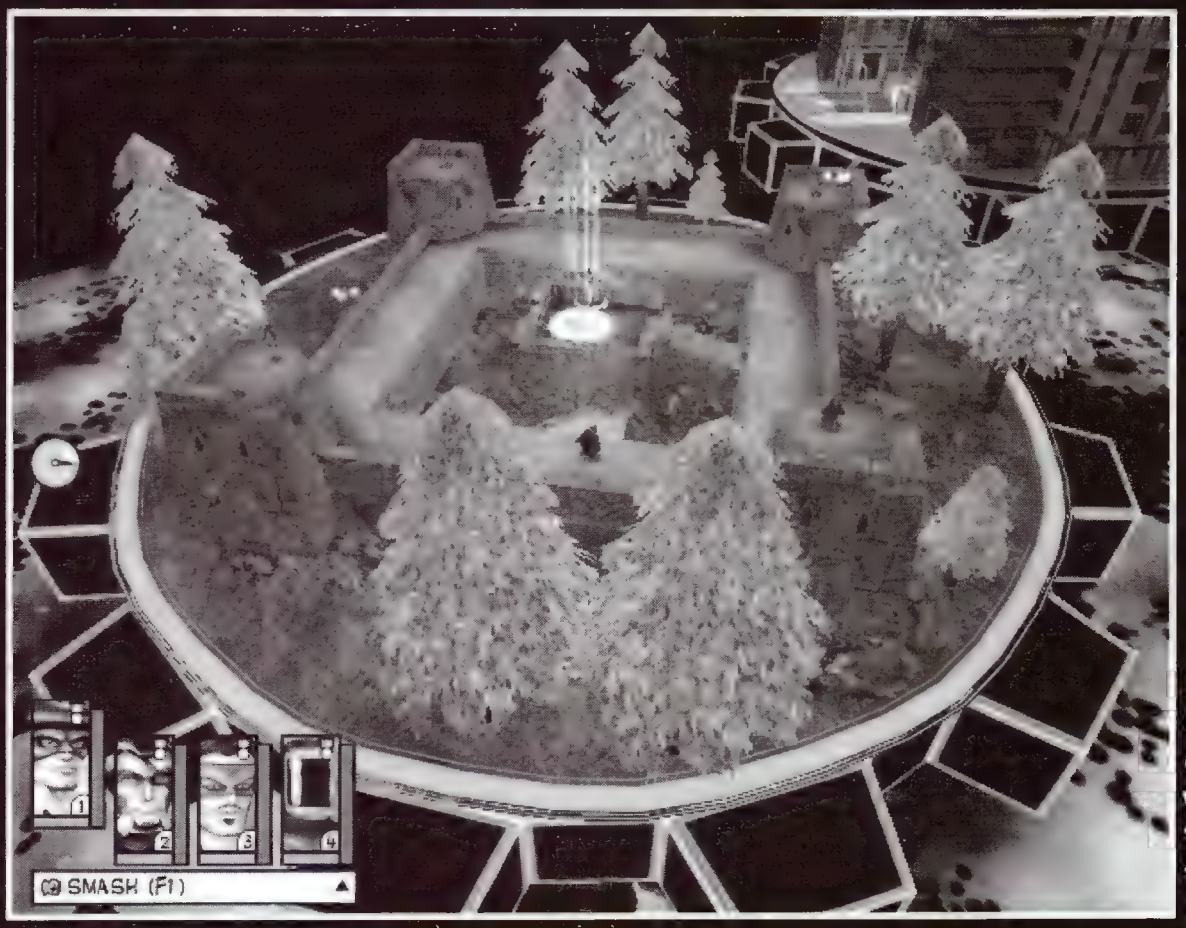
- Blue Darkman
- Purple Darkman
- Shadow
- Clone Police
- Clone Civilian (male and female)
- Déjà Vu
- Mech-Man
- Flame Mech
- Mr. Mechanical
- Green Sylph
- Red Sylph

PRIMARY OBJECTIVES: PART 2

- Defeat Shadow and her hideous minions
- Defeat Déjà Vu and his duplicates
- Defeat the mechanical miscreants
- Defeat the Sylphs

GEAR V: SHADOW AND HER HIDEOUS MINIONS

You end up on the battlements of a half-buried castle. Above you in each corner is an enemy—three Purple Darkmen and Shadow. Two Blue Darkmen stagger around the battlement walkways, looking for trouble.



22-14. Here's an overhead view of Shadow's time-gear area.

Target Shadow right away with Microwave's *Microwave Beam*. Shadow is "defenseless" against radiation damage, as are her Darkmen minions. That means each radiation beam hit inflicts *quadruple* damage. (She's also defenseless against acid, so if you're using The Ant or Eve, take advantage of their abilities.) One good shot can put her down.

22-15. Find Shadow on one of the corner towers and hit her with an over-powered blast of *Microwave Beam* for a one-hit KO.

Split your other troops and take on the Darkmen in one-on-one battles. Remember, El Diablo is essentially invincible in the air against Darkmen, since they have no weapon that can hit him. Keep them on their heels, particularly the purple fellows in the corner towers. Their Darkness Power ranged attack is most bothersome.

When the area is clear and Man-Bot sends down the transport beam, note that this time-gear has two **Health Canisters**. One is on a corner tower, however, where only flyers or jumpers can reach it. Heal up and head for the portal to switch gears again.

GEAR VI: DÉJÀ VU AND HIS DUPLICATES

NEXT, YOU APPEAR BEHIND AN OVERTURNED BUS ON A ONE-WAY STREET IN A SLICE OF DOWNTOWN PATRIOT CITY. DÉJÀ VU AND HIS CLONED MINIONS ROAM THIS AREA—TWO CLONED COPS, TWO FEMALE CIVILIANS, AND TWO EXPLOSIVE MALE CIVILIANS. ONE OF THE COPS OPENS FIRE FROM THE ROOFTOP TO YOUR TEAM'S RIGHT.

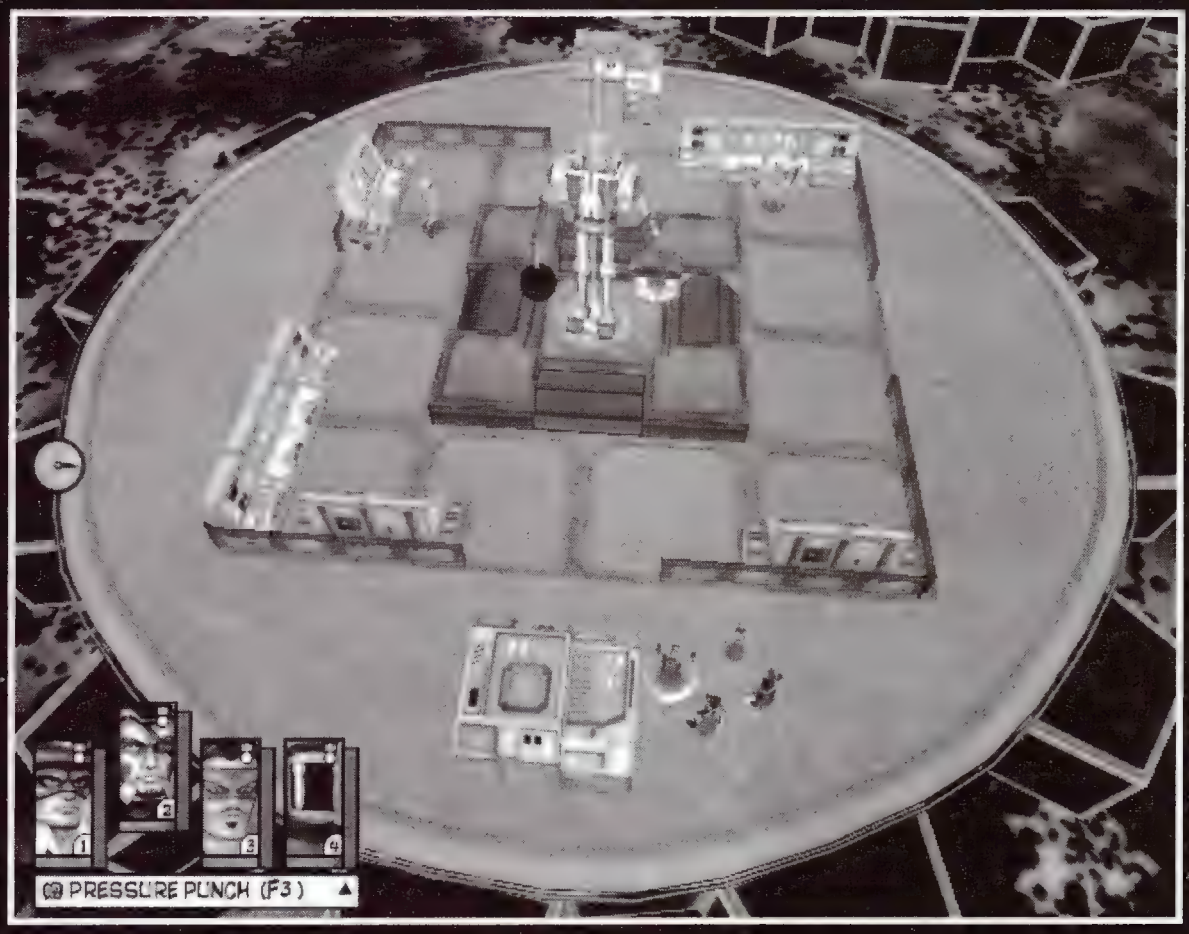
22-16. HERE'S AN OVERHEAD VIEW OF DÉJÀ VU'S TIME-GEAR AREA. WATCH OUT FOR THE COPS (CIRCLED) ON THE ROOFTOPS.

CLONES (INCLUDING DÉJÀ VU) ARE RESISTANT TO RADIATION BUT VULNERABLE TO CRUSHING AND ACID DAMAGE. OF COURSE, YOU DON'T WANT TO "CRUSH" THE MALE CIVILIAN, BECAUSE HE'LL EXPLODE IN YOUR FACE. ALSO, THE COPS FLY AWAY WHEN YOU BEGIN A MELEE ATTACK, SO STICK TO RANGED ATTACKS. EL DIABLO AND MAN O' WAR SHOULD GET THE BEST RESULTS HERE.

DÉJÀ VU SPAWNS THREE CLONES OF HIMSELF WHEN YOU MEET HIM. REMEMBER THAT THE REAL DÉJÀ VU HAS TWICE THE HIT POINTS (80 HP) OF HIS CLONES. WHEN YOU KO THE REAL DEVIANT, THE FAKE DEVIANTS DISAPPEAR. HEAL YOUR WEAKEST HERO BY USING THE **HEALTH CANISTER** AND HOP INTO THE PORTAL.

GEAR VII: THE MECHANICAL MISCREANTS

WELCOME TO THE ROBOT GEAR. MR. MECHANICAL PILOTS HIS MASSIVE, 230 HP MACHINE OF DESTRUCTION, ESCORTED BY ONE MECH-MAN AND ONE FLAME MECH. IMMEDIATELY TARGET THE BIG GUY WITH MAN O' WAR. YOU MAY RECALL THAT MR. MECHANICAL IS "DEFENSELESS" AGAINST ELECTRICAL ATTACKS, SO LAUNCH SOME QUADRUPLE-DAMAGE *STORM BOLTS*. TWO DIRECT HITS CAN BRING HIM DOWN!



22-17. Here's an overhead view of Mr. Mechanical's time-gear area.

The other robots are merely "vulnerable" to electrical damage. Robots are resistant to radiation and crushing damage, so both Microwave and Minuteman perform supporting roles in this tussle.

22-18. Man O' War is your man in robot wars. His electrical attack deals quadruple damage to Mr. Mechanical and double-damage to the mech minions.

Remember to move your heroes away from the portal before you knock out the last robot. After doing so, teleport to the next time-gear.

Gear VIII: The Sylphs

Now you face three of your toughest opponents so far. Red sylphs are resistant to electrical damage, and *highly* resistant to acid and heat. That means El Diablo's ranged heat attacks are almost useless in this mission, and Man O' War isn't much better. Microwave's *Radiation Beam* is the only ranged attack that can hurt the sylphs much.

Watch out for green sylphs disguised as trees!

22-19. Here's an overhead view of the red sylphs time-gear area.

Grit your teeth and send Minuteman, El Diablo, and Man O' War at the girls for some melee action. There are three sylph-trees on the platform, too. When you approach them, they turn into green sylphs. Green sylphs are vulnerable to heat damage, so let El Diablo sail around and roast the sylphs that emerge.

22-20. Watch out for trees morphing into green sylphs.

Hop into the portal for a brief respite as the second part of the mission ends.

THE TIME-GEARS: PART 3

Think you're out of the woods yet? Not a chance. The happy homicidal inhabitants of four more floating time-gears await your arrival. The foes keep getting tougher, so polish up that teamwork... and don't forget to save your game!

ENEMIES: PART 3

- MANBULL
- SILVER SYLPH
- PAN
- T-REX
- ROBOT (MICROWAVE)
- TEMPORAL TWIN
- TIME MASTER

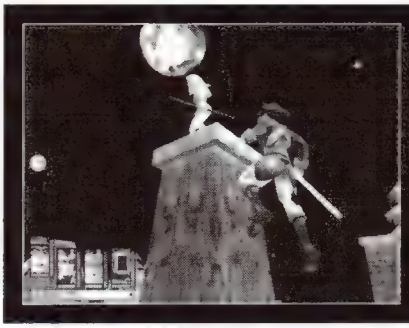
PRIMARY OBJECTIVES: PART 3

- DEFEAT PAN AND HIS FOLLOWERS
- DEFEAT THE DEADLY DINOSAURS
- DEFEAT THE ROBOTIC REPROBATES
- DEFEAT TIME MASTER AND HIS TEMPORAL TWINS

GEAR IX: PAN AND HIS FOLLOWERS

Save your game here! Pan, two manbulls, and two silver sylphs seek some serious revenge against the Freedom Force. Pan is vulnerable to heat, so hit him right away with El Diablo's *Inferno* or *Tongues of Flame*. The manbulls and silver sylphs are vulnerable to radiation damage, so use Microwave against them.

Remember to avoid melee combat with any manbull. Microwave should focus on them first while you send Minuteman up to *Smash* the sylph atop the column. (Only a jumper or flyer can reach her.) Man O' War can target the other manbull, then help El Diablo with Pan.



22-21. Minuteman jumps atop the tall column to clobber the silver sylph.

Again, this is a brutal fight. You'll need the **Health Canister** tucked in one of the temple entryways. Then hop into the portal for the next challenge.

GEAR X: THE DEADLY DINOSAURS

A tag-team of T-Rex dinosaurs, each with a mighty 145 HP, waits to snack on your team on the next time-gear. The T-Rex is a slow, lumbering creature, but immensely powerful and dangerous. Resistant to crushing and piercing damage, he is unstoppable in melee range. Keep your distance!

22-22. This godforsaken gear platform features not one, but two T-Rex monsters.

Fortunately, the T-Rex is vulnerable to radiation damage. With that in mind, have Microwave grab the nearby **Power Canister**, then focus an over-powered *Microwave Beam* on one dinosaur. Meanwhile, have El Diablo and Man O' War launch ranged attacks at the same beast. Work together! Concentrated fire will bring down the first T-Rex fairly quickly, allowing you to turn all your attention on the second one.

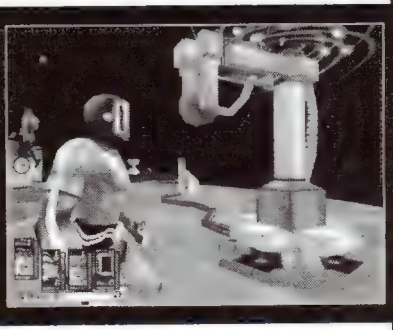
Keep Minuteman out of this fray, and remember to keep your heroes away from the portal disk as the T-Rex goes down! After winning this battle, move into the portal.

GEAR XI: THE ROBOTIC REPROBATES

Another tough challenge awaits you here. Three Microwave robots that resemble your companion inhabit this gear platform. Two pairs of turret guns are programmed to zap you with energy hits. A control box directs each pair of guns.

Like all robots, these are also vulnerable to electrical damage, so use Man O' War in this fight. Focus his *Storm Bolts* at the nearest robot, and then select Minuteman and click on the nearest control box (marked by the red exclamation icon). Get those turrets disabled! Run Minuteman to each control box, and switch off the turrets.

22-23. Microwave-like robots and auto-aiming gun turrets menace this gear.

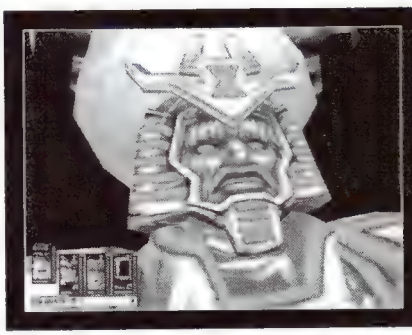


The robots are highly resistant to crushing and radiation damage, so Minuteman and Microwave are less effective here. However, El Diablo can get in some good licks.

When victory is complete, Man-Bot points out that it seems Time Master brought these robots from "the same future that our friend Microwave came from." Time to meet the fellow.

GEAR XII: TIME MASTER AND HIS TEMPORAL TWINS

Say hello to Time Master, master of the fourth dimension, destroyer of eternity—or so he hopes, anyway. Sure, he's tough. He has a scary voice, a mean streak, 80 hit points, and a set of three "temporal twins" who are just like him.



22-24. Guess who's waiting for you on the twelfth and final time-gear?

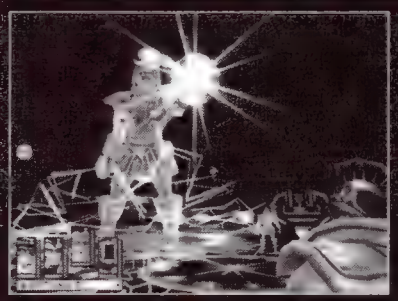
Check the resistances and vulnerabilities of each temporal twin in the Status bar and attack accordingly. These foes aren't particularly agile, so your ranged attacks should hit cleanly. Don't be afraid to send Minuteman in for a melee Smash or Vanquish, and have your ranged attackers pick up the **Power Canisters** for an energy surge.

When victory is yours, Time Master merely moves back to his home sanctuary, where Man-Bot awaits rescue. Step into the final transport beam.

22-25. Time Master and three clones lurk at the hourglasses on this platform.

PART 4: RESCUE MAN-BOT

You must release Man-Bot from the Temporal Dynamo device that holds him prisoner and siphons off his Energy X. The moment you try to smash it, however, Time Master reappears in a bigger form (185 HP). He's also accompanied by six more minions.



22-26. To free Man-Bot, you must first lock horns with Time Master, made immense and frightening by the powers of his sanctuary.

ENEMIES: PART 4

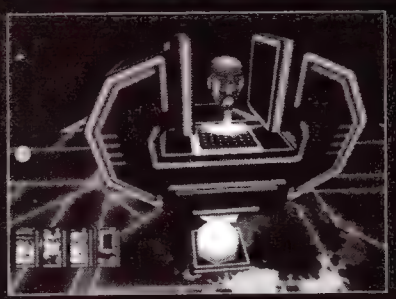
- Temporal Twin
- Time Master

PRIMARY OBJECTIVES: PART4

- Destroy the field holding Man-Bot prisoner
- Defeat Time Master once and for all!
- Destroy the three mental constraint devices

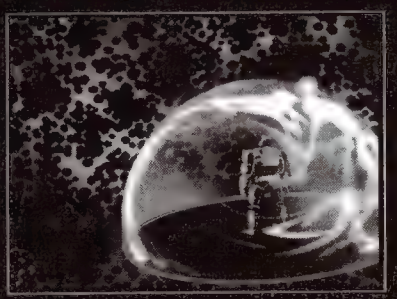
Don't waste time attacking Time Master or his temporal twins. That's right—*ignore them!* If you defeat Time Master now, he simply slips away through a time portal, then returns at full health.

Instead, you must target and destroy the three "mental constraint devices." Turn all of your attention to this, using all four heroes. Each time you destroy one of the devices, two of Time Master's temporal twins fall. When you destroy the last device, Man-Bot is free to feed back energy and destroy Time Master's time control machine.

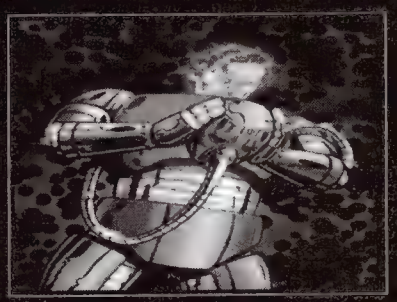


22-27. Find and destroy all three of these mental constraint devices to free Man-Bot.

Once that is done, Time Master can no longer escape and recharge himself. You still face the formidable task of defeating him, but with the concentrated attacks of four well-trained superheroes, that shouldn't be so difficult, should it?



22-28. After defeating Time Master and freeing Man-Bot, watch the bittersweet story play out.



Once Time Master is finally finished, Man-Bot breaks free of the field holding him prisoner. Now all that's left is to return home, right? Ah, if things were only that simple in the realm of the Celestial Clock. Watch the final cinematic to see what a true superhero is all about.

CHAPTER 6: CREATING A CUSTOM HERO

In a recent interview, Ken Levine, founder of Irrational Games, was asked how much freedom the *Freedom Force* character generator gives players to create their own superhero. His answer sums up the reality quite succinctly: "A crazy, sick amount." After losing considerable hours to the endeavor of creating our own team of custom heroes, we stand here in solid support of Ken's view of the situation.

But be warned. If you have the slightest tendency toward obsessive-compulsive behavior, dipping your toe into the world of custom character creation can quickly lead to total immersion. It's just too much fun! Our survey of the online skinning/modeling community revealed quite a network of people who have clearly lopped off large chunks of their lives to feed the skinning addiction.

Indeed, an in-depth look at the process and aesthetics of creating custom 3D character models with mesh and skin and animation files would fill an entire book by itself.

However, we *can* give you a taste of the "skinning" process (the easiest of the three processes for the layman to manipulate) and point you to some great online resources for modeling and skinning. Keep in mind that the Internet is a shifting sea of information; sources listed at the time of this writing may have sunk under the waves by the time you read these words. Before we take a crack at skinning, let's define three of the basic terms: *model*, *mesh*, and *skin*.

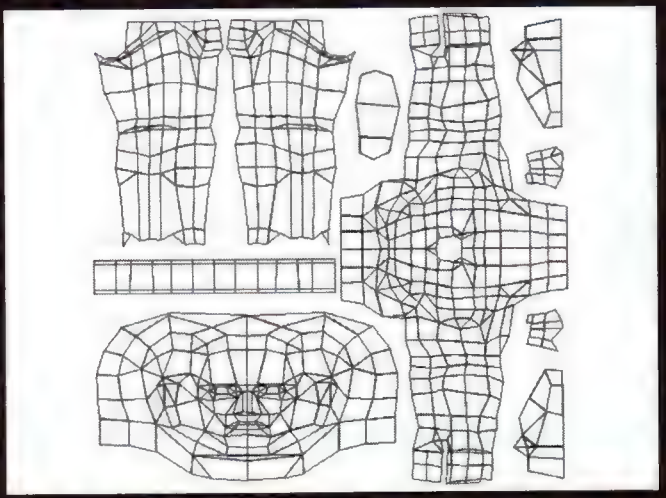
WHAT IS A MODEL?

In computer game design, a model is simply a 3D shape that exists in the game. Models can be structures, objects, vehicles, or characters.

WHAT IS A MESH?

A mesh is the wire-frame image of the surfaces of a 3D model in a computer environment. In the case of a *Freedom Force* superhero, the mesh depicts the body shape of the character. It's like an architectural drawing of a building; it shows the layout of the character's surface. The mesh also includes any extensions of the basic body shape (for example, a cape or a tail).

See figure 6-1 for an example of a mesh file from *Freedom Force*. Looks pretty weird, doesn't it? That's because you're seeing a two-dimensional representation of a 3D object.



6-1. Here's a Freedom Force mesh. This wire-frame depicts the surfaces of a 3D shape that is rendered onto the screen by the game's engine.

WHAT IS A SKIN?

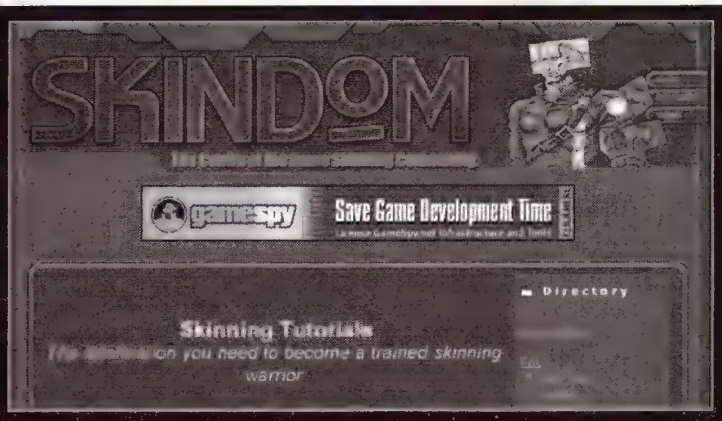
Also known as a "character texture," a skin is basically what it sounds like—a sheet or layer wrapped around the 3D model of a game character. The skin of a character is more than just epidermal skin, however. It is an image created by an art program that includes every color seen on the surface of the character: clothes, mask, shoes, hair, facial features (including eyes and mouth), wrinkles, scales, glasses, muscle shading, you name it.

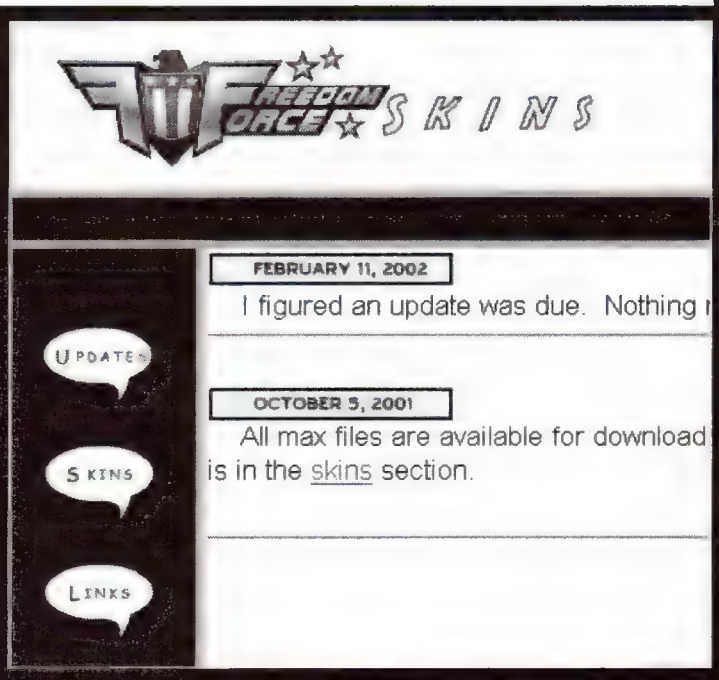
Refer to figure 6-2 to see a skin file from *Freedom Force*. Can you tell which character it is?

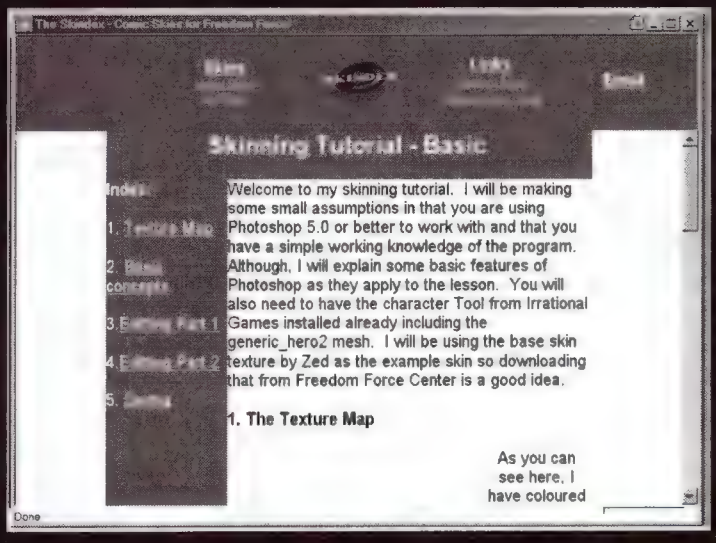
6-2. Here's a Freedom Force skin file. This flat sheet of colors gets "shrink-wrapped" around the 3D model in the game.

ONLINE RESOURCES

You can find dozens of great sites offering custom-created *Freedom Force* skins for free downloads, plus information (including tutorials) on modeling and skinning for *Freedom Force* and other games. Some sites offer guidance for novices, but many are filled with esoteric references to things like MIP mapping, anti-aliasing, Gouraud shading, bounding boxes, and, our personal favorite, "backface culling."







6-3. Many websites devote themselves to the joys of skinning and modeling characters for 3D computer games.

www.myfreedomforce.com

This is the official *Freedom Force* website. You can find some good stuff to download from here, including the all-important Character Design Tool.

www.freedomforcecenter.com

The Freedom Force Center is an excellent resource for all things regarding *Freedom Force*. This site also maintains a huge library of skins you can download for the game. You can download the Character Design Tool from here, too.

www.theskindex.net/ff/ffmain.htm

Here's a great starting point for novice and prospective *Freedom Force* skinners, as well as gamers just looking to download custom-created skins. You'll find hundreds of great *Freedom Force* skins categorized by Marvel or DC comic origins, plus lots of other imaginative skins. Best of all, the site features a pair of detailed skinning tutorials that even beginners can understand. The Basic Skinning Tutorial was a primary resource for our simplified tutorial in this chapter.

www.planetquake.com/skindom

This is another good source for amateurs, although the info can get esoteric quickly if you don't watch out. A good FAQ (list of Frequently Asked Questions) gets you started, and you can consult a series of "General Skinning" tutorials on such topics as Shading & Highlighting, Skinning Metal, Clothing, Hair, Heads, Faces, as well as other useful tips and tricks.

www.planetquake.com/polycount

This site offers a comprehensive look at the process of making a model for any game. Aimed more at experienced 3D modelers, it includes a FAQ and a Glossary of terms that beginners will find overwhelming. The General Resources area was loaded with tools and tutorials for serious 3D artists/modelers.

Freedom Force Character Design Tool

This handy utility provides an easy way to view and skin *Freedom Force* characters using any stand-alone image editor like PhotoShop or Paint Shop Pro. The tool is available for download from the official *Freedom Force* website (see "Online Resources" above) and is a must-have for anyone interested in skinning superheroes.

When you install and run the character tool, you can see what characters will look like in the game and preview a complete set of character animations. You can rotate and pan the model by pressing the "Alt" and "Shift" keys. It also includes a comprehensive guide to the Irrational Games character art and animation process so you can learn how to create or modify your own characters or animations. There are also some sample skins, meshes, and animation sequences that you can manipulate, if you're so inclined.

TUTORIAL: HOW TO CREATE YOUR OWN SKIN

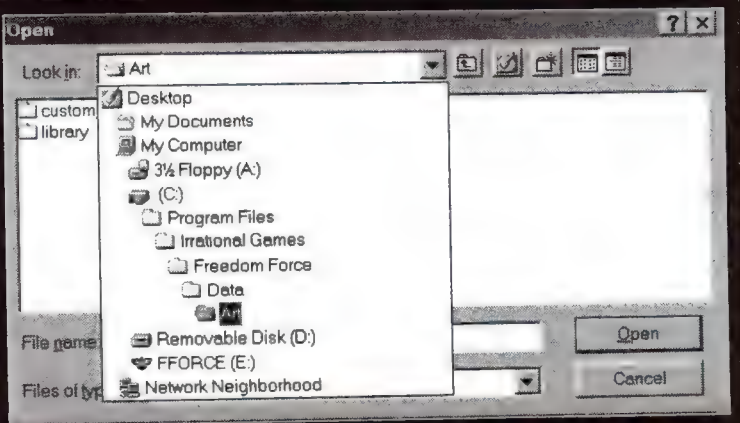
READY FOR SOME SKINNING? THIS STEP-BY-STEP GUIDE ASSUMES YOU HAVE A STANDARD GRAPHICS UTILITY PROGRAM WITH AN IMAGE EDITOR, SUCH AS PHOTOSHOP OR PAINT SHOP PRO. YOU CAN'T OPEN OR MANIPULATE SKINS WITHOUT ONE. YOU ALSO MUST HAVE THE *FREEDOM FORCE* CHARACTER DESIGN TOOL. AS MENTIONED ABOVE, YOU CAN DOWNLOAD THIS FABULOUS TOOL FROM THE OFFICIAL *FREEDOM FORCE* WEBSITE.

BEFORE WE START, PLEASE NOTE THAT THIS IS TRULY A BEGINNER'S LEVEL TUTORIAL, AIMED AT NOVICES. THIS CHAPTER OFFERS BUT A TINY SAMPLE OF WHAT YOU CAN DO TO CUSTOMIZE *FREEDOM FORCE* CHARACTERS. CHECK OUT THE WEBSITES IN OUR "ONLINE RESOURCES" SECTION FOR IN-DEPTH DISCUSSIONS OF THE SKINNING PROCESS.

STEP 1: OPEN AN EXISTING CHARACTER

1. OPEN THE FREEDOM FORCE CHARACTER DESIGN TOOL, PULL DOWN THE CHARACTER MENU FROM THE TOP, AND SELECT OPEN. MAKE SURE YOU'RE LOOKING IN THE FREEDOM FORCE DIRECTORY.

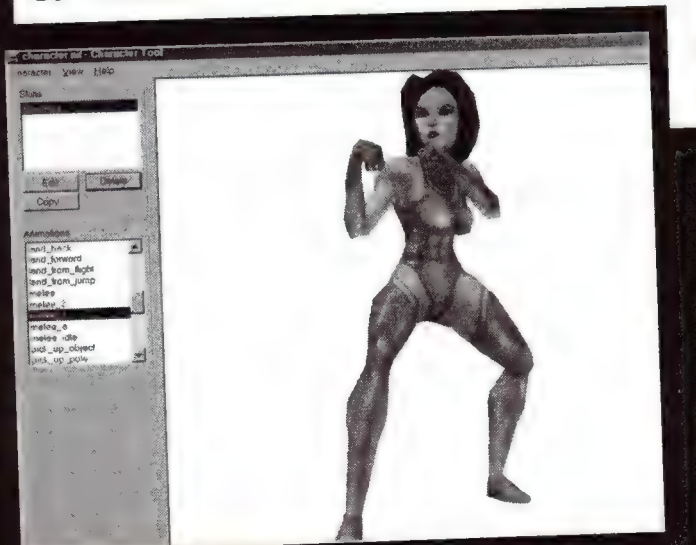
2. NOW YOU NEED TO OPEN A SKIN FILE, ALSO CALLED A "CHARACTER TEXTURE" BECAUSE IT MAPS ITS COLORED PATTERN (CALLED A "TEXTURE") ONTO A 3D MODEL—IN THIS CASE, ONTO THE CHARACTER'S BODY. THE PROCESS IS KIND OF LIKE SHRINK-WRAPPING A TOY SOLDIER WITH PLASTIC WRAP.



6-4. FOLLOW THIS PATH TO FIND FOLDERS FULL OF FREEDOM FORCE CHARACTER FILES THAT YOU CAN CUSTOMIZE.

IN THIS CASE, LET'S OPEN A FEMALE HEROINE AND MESS WITH HER LOOKS. INSIDE THE FREEDOM FORCE DIRECTORY, LOOK IN DATA/ART/CUSTOM-CHARACTERS TO FIND A BATCH OF SUB-DIRECTORIES FOR VARIOUS CHARACTER TYPES.

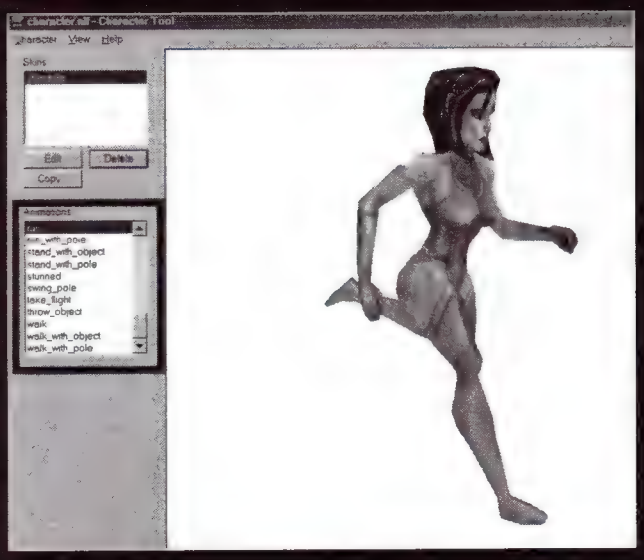
3. OPEN THE "FEMALE-BASIC" FOLDER. FIND AND OPEN THE FILE NAMED "CHARACTER.NIF" (SEE 6-5). THERE SHE IS, IN FULL BLAZING 3D COLOR!



6-5. TIME TO EXPERIMENT WITH THIS "FEMALE-BASIC" CUSTOM CHARACTER.

4. Move the cursor into the window where she's displayed, then click and hold the left mouse button and move the mouse to flip her around. You can also hold down the "Ctrl" key, then click and hold and move the mouse to zoom in and out.

5. Click on the various animations listed in the Animations window at the lower left. Turn your "female-basic" sideways and select "run" from the animations list (see 6-6).



6-6. Put Miss Female-Basic through her paces with the animations list.

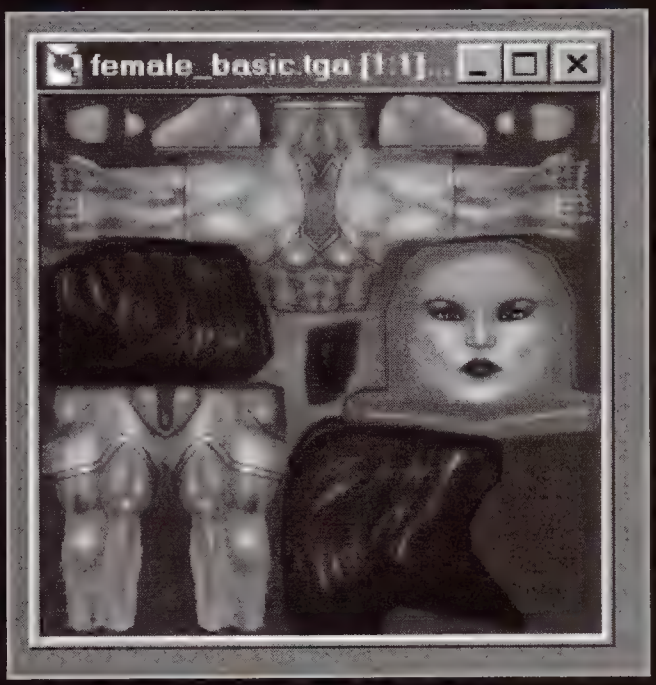
Step 2: Make a Copy to Work On

1. Note the word "standard" in the Skins window. This is your standard "female-basic" heroine. We don't want to permanently alter this standard skin, so click the Copy button underneath the Skins window.

2. Enter a new name for your skin and click OK. We'll call ours "Blue Gal." But she's wearing orange, you say! Not for long. We want a blue gal, and it's easier to do than you might think.

Step 3: Paint Your Copy

1. Make sure Blue Gal is selected, then click the Edit button. A skin file named "female-basic.tga" automatically opens (see 6-7) in PhotoShop or Paint Shop Pro (or whatever image editing program you have associated with .TGA files).



6-7. Here's the .TGA skin file for the "female-basic" character.

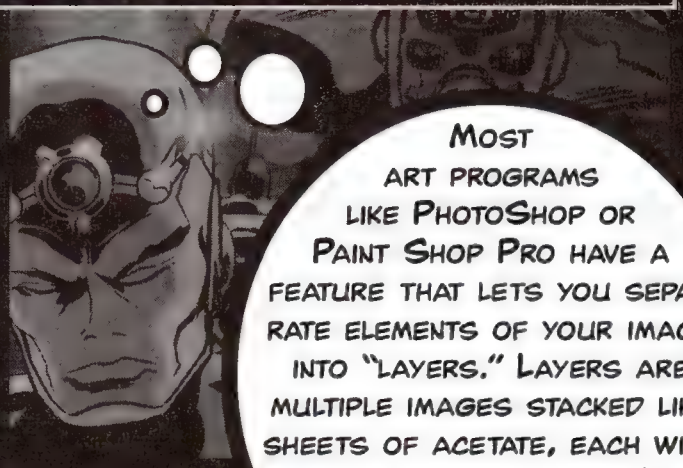
Remember that a skin must be wrapped around a 3D character's body, so what you're seeing is basically the entire outer layer of Blue Gal, peeled off and laid flat.

2. There are numerous ways to change colors on a skin file. Most of Blue Gal's superhero costume is orange, but we can make her blue in a jiffy. Use the paintbrush in your image editing program, select royal blue from the color palette for your brush, and paint the entire .TGA skin file with it. Save your work.

3. Return to the Character Tool window to see your work (see 6-8). By just painting over everything on the .TGA skin file, you eliminated Blue Gal's fine musculature and detailed facial features. How can we keep all that and still make Blue Gal blue?

6-8. Uh oh, Blue Gal is just a little too blue. Simply painting over features eliminates any shading that gives her musculature and facial nuance.

LAYER YOUR WORK!



Most art programs like PhotoShop or Paint Shop Pro have a feature that lets you separate elements of your image into "layers." Layers are multiple images stacked like sheets of acetate, each with a piece of an image. The stacked layers combine to form one overall image.

Layers let you manipulate, touch up, move, or even completely redo parts of a skin without having to start over again each time. You can apply various effects (shading, hue, contrast, brightness) to one layer without affecting the rest of the image.

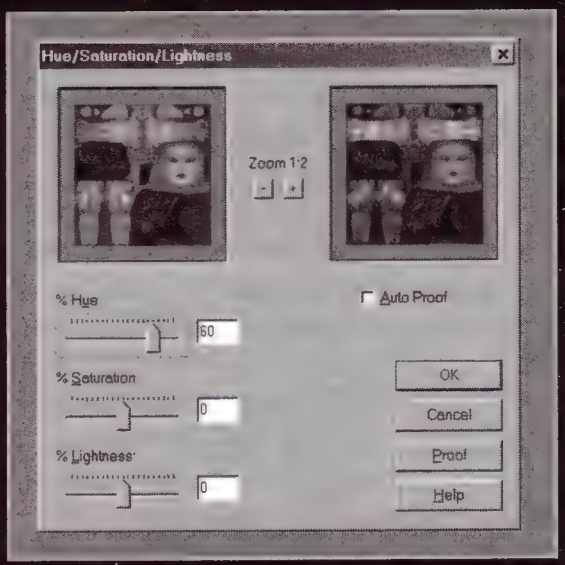
Computer artists working on character skins use layering to isolate the various elements of a skin—one layer for the face, one for hands, one for legs, one for torso, one each for uniform accessories like belts and stripes and logos—often as many as 20 or 30 layers per character.

STEP 4: CHANGE YOUR COPY'S HUE

1. Make another copy of the "standard" heroine, naming her Blue Gal again. The key to changing a texture color without eliminating the fine shading is to use your image editor's Hue adjustment feature.

2. Select Edit to open Blue Gal's skin file in your image editor again.

3. Open your editor's Hue adjustment function. (In Paint Shop Pro, for example, select Adjust from the Colors drop-down menu, then select Hue-Saturation-Lightness.) Now adjust the Hue percentage until Blue Gal's uniform is a nice blue and click OK.



6-9. Adjust the Hue of a skin file to change the overall color scheme without coloring over the feature shading. Note that this tints everything, including the character's on-screen skin.

4. Save your new .TGA file and take a look at the results in the Character Tool.

Of course, there *is* a way to change the hue of Blue Gal's uniform *without* tinting her skin, but it requires skill and patience. The secret: Use your image editor's Freehand function (usually indicated by a Lasso icon) to carefully outline and select the orange areas of Blue Gal's uniform, then change each selection's hue to blue.

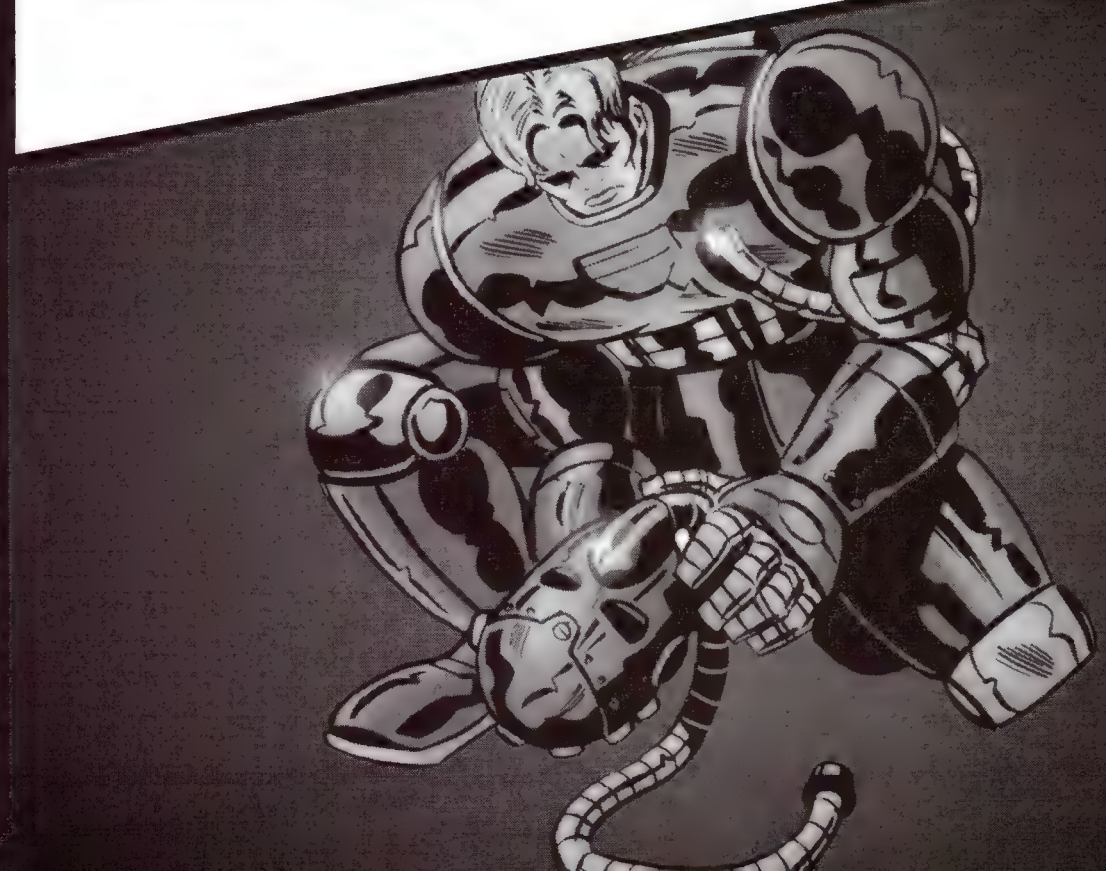
Again, this tutorial is a cursory introduction to the art of skinning, but it introduces you to the Character Tool and the basic elements of skin customization.

CHAPTER 7: MULTIPLAYER TIPS

Multiplayer action is wild, wooly, and unpredictable by nature. No "expert" can pronounce a perfect prescription for success, because every game is different, every player is different, and every Internet or network connection is different. The variables increase almost exponentially as each new player jumps into a hosted game.

However, we can point out a few universal truths about multiplayer gaming in general and about the *Freedom Force* multiplayer experience in particular. Veteran gamers will recognize many of the tips we present here, but it never hurts to review.

This chapter opens with some general guidelines for managing a standard multiplayer game. Then we bring in a trio of experts from the Electronic Arts testing team with specific tips and tactics for the *Freedom Force* multiplayer environment. Finally, we take a look at ways to use the game's amazing character-building system to create your own custom superheroes designed specifically for multiplayer effectiveness.



DEVELOP YOUR OWN STYLE

The folks at Crave, EA, and Irrational have developed a number of effective multiplayer tactics for their team deathmatch showdowns in *Freedom Force*. Some lurk like vultures on the periphery, avoiding damage, scanning for weakened opponents, and then sniping away with ranged attacks. (Yes, it pays to scavenge sometimes.) Some take the weasel approach—hide until enemies approach, then use *Cloak of Shadows* to slip behind and use a quick *Arcane Bolt*. Still others prefer toe-to-toe, melee combat, slugging it out in the center of the arena.

Again, there's no one technique that works infallibly. However, successful players find a style of combat that seems to suit them. In *Freedom Force* (as in all multiplayer gaming), players tend to fare better if they hone one particular set of tactical maneuvers and assemble a strike team specifically tailored to execute those tactics.

The general concept is to do one thing better than everyone else. The repetition can make your reflexes razor sharp in a short time.

PLAY THE CAMPAIGN MISSIONS

There is no better way to master all the basics of *Freedom Force* multiplayer action than to play the excellent single-player Campaign missions. First of all, they're a blast. The story is fun, the action fast and furious. Defeating the *Freedom Force* Campaign missions is an accomplishment in its own right, but it also introduces you to all the features of the multiplayer game.

Whether you favor the built-in heroes such as Minuteman or El Diablo, or you create your own custom heroes, you should recruit and use your favorites almost exclusively as you play through the varied challenges of the Campaign. By the time you battle through the climactic final mission, you will truly *know* those characters—how they match up against a wide variety of opponents with various attacks and defenses—and be ready to deploy them effectively in any multiplayer scenario.

Know All of Your Characters

Although this was just mentioned, it bears repeating. To be most successful in any team-based multiplayer game, you must master the abilities of an effective mix of team members.

After all, Freedom Force multiplayer action is classic team deathmatch action.

You may have the most powerful character on the map, but if you can't support him with teammates that draw fire, heal him, and watch his "six" (i.e., his backside) against well-deployed teams of opponents, you will lose more often than not.

Build a Balanced Team

Your multiplayer team should employ a complementary array of talents. It's always good to have at least one powerful attack dog, one "healer" with powers that cure progressive damage states, a good mix of ranged, direct, and melee powers, and at least one flier.

Your attack powers don't have to cover the gamut of damage types. In fact, it can be quite effective to deploy four different attackers who deal out the same type of damage. If, however, you run into a team with good defenses against that particular damage type, you're in trouble.

Speaking of defense, it's a good idea to distribute a variety of defenses (passive and active) amongst your team members. For each type of damage, try to have at least one hero who is highly resistant. By following this tactic, you have a "point hero" if you run into an opposing team that emphasizes one type of damage (as some multiplayers like to do). Sometimes all you need is one good point hero who can rush into the teeth of the enemy assault and absorb strikes to free up your other teammates for a counterattack volley.

Learn the Maps

Veteran gamers are nodding their heads as they read this. In multiplayer gaming, nothing is more crippling than ignorance of your environment. Even those of you with lightning reflexes and total mastery of your character's nuances will suffer mightily if you don't know where the hiding places and choke-points are and where the high ground looms. Players with lesser skill can tear you to shreds because they camp in the good alleys or toss Proximity Grenades in places you're likely to wander through.

Before you jump into unfamiliar territory, try creating your own multiplayer games on each of the available *Freedom Force* maps and explore them on your own. You don't need (or want) other players to join yet. Study the layout.

Once you have a basic sense of direction, slide the camera rapidly back and forth over the level time and time again to get the feel of scrolling at "game speed" through its unique architecture. After becoming oriented with all the areas of the map—that is, able to move instinctively to new locations without thinking "Where am I now?" or "How do I get to that area from here?"—you're ready to drop into a game using that map.

KEEP MOVING!

Here's another one of those multiplayer adages that bears repeating: *Don't stand still.* Unless, of course, you want to get knocked unconscious; if that's the case, then go ahead and stand still. Otherwise, keep moving and keep dodging even if the current area seems deserted. Chances are someone is drawing a bead on you right now... even as we speak.

...UNLESS YOU FIND A GOOD "CAMPGROUND"

There's always an exception to every rule. Yes, movement is good in multiplayer gaming—the more active you are, the better. However, every once in awhile it pays to stay put for a while. If you find a protected perch or alley with a view of a well-traveled passageway on the map, sit there and wait. When you hear the first sound of approaching life, open fire.

That said, it should be noted that "camping" is almost universally despised in the multiplayer gaming community. But there's a reason for this hatred: Camping works! Not for long, of course. You can bet that smart players once burned will hit your perch the next time with a fiery vengeance. Don't push your luck. After a few sniper kills, return to your roaming, dodging ways.

Multiplayer Tips from the Testers

Here's a fantastic list of tips courtesy of people who've been pounding each other in *Freedom Force* multiplayer mode for months, day and night, hour after hour, until their eyes bleed. We would like to extend a special thanks to the following people: Anne Ephraim, Justin Ho, and Jose Gonzales from the crack corps of Electronic Arts testers. Enjoy!

Remember the Scoring System!

Freedom Force multiplayer is not about kills, instead it's about points. Players receive points for inflicting damage against other characters. Each time you cause damage, you receive points equivalent to the percentage of total hit points removed from the character you damaged, multiplied by the Prestige Point worth of that character. This, of course, means that hurting weak characters is worth a lot less than hurting strong characters.

Don't forget that you *lose* points for hurting your own characters. Also keep in mind that no points are awarded for damage inflicted by using *Acid Burn* or *Irradiate* attacks. Also, you don't receive points for damage caused by thrown objects.

The Importance of Stun!

Stun cannot be neutralized by any Attribute. Indeed, a really good stun attack works in 99% of all situations. Therefore, using powers with a little less magnitude and a little more stun can turn the tide in any battle. Keep your enemy stunned and they can't do anything about it.

Keep Your Heroes in Sight

Try to keep all of your characters on-screen at all times. Or if you must push the camera away from one, keep tracking his/her position regularly. Leaving a hero by himself/herself without visual supervision usually ends in their demise.

Consider Using a Smaller Team

Some EA testers believe the fewer the squad members, the better. Trying to watch over multiple heroes is difficult enough, but even more so in a game with the pause option disabled. It gets particularly hectic when trying to administer multiple *Heroic Remedies*.

USE AT LEAST ONE LOW-COST CHARACTER

When joining a game, try using at least one character (either built-in or custom) with a low Prestige Point cost. Damage inflicted on this character will award fewer points to the player attacking you. Deploying only high cost characters is risky; if attackers damage your "expensive" hero, they reap abundant points and ultimately outscore you.

BE DIRECT!

Direct attack powers are useful in multiplayer games because they hit enemies even if they run out of range after you cast. Using this tactic, you can hide in a back alley and wait. When a foe runs past, cast your direct shot. Even if the foe passes out of your range, the attack will still strike them. Perfect surprise!

USE "DISPLACE IMAGE"

Heroes with *Displace Image* power can gain a huge advantage in multiplayer games. It really gives you the opportunity to pick and choose your battles. Remember, when this power is activated, you become temporarily invulnerable; nobody can attack you with a power attack. (Beware, though, that thrown objects and wielded light poles can penetrate *Displace Image*!) In bigger matches you can wade right into the chaos and, when least expected, inflict some killer blows.

TELEPORT SELF

In low-budget multiplayer matches, a hero with the *Teleport Self* power is a real asset. You can teleport at the last moment to avoid thrown objects. If the costs of the other heroes are low, you can teleport onto roofs of buildings that most heroes can't jump onto. You can also teleport into safe alleyways, out of harm's way. If you can afford it, *Teleport Self* allows you great freedom and it might just save your life.

HOW TO BUILD A KILLER CUSTOM HERO FOR MULTIPLAYER GAMES

As you may have gathered from the previous tips, our EA experts believe that the *best* multiplayer strategy is to create your own custom characters. According to tester Jose Gonzales, "The built-in characters have many weaknesses, whereas a custom character can be streamlined to be more resistant to certain attacks. Also, a custom character can be adjusted to have highly damaging attacks for a more affordable cost in Prestige Points."

The following page lists a few preferences for building a team of effective multiplayer warriors.

PICK A SKIN OF STONE

Many of the *Freedom Force* testers feel it's almost a *sin* to create a hero out of anything but the Stone material type. Stone skin makes you resistant to almost all of the damage types. This includes thrown objects, which inflict crushing damage. Stone skin can really extend the life of your character.

NEUTRALIZE "KNOCKBACK" WITH DENSITY CONTROL

Another killer in multiplayer is "knockback"—the ability to send someone flying with a hit. Enemies with high knockback power can KO you in one hit if you bounce the wrong way. Also, the *Unstable Energy* attribute is imbued with knockback and can knock you silly if the enemy has it. If you can afford it, always give your hero the *Density Control* attribute. It makes you immune to knockback, and can really save your life. As a bonus, it also gives you the jumping ability.

UNDER-POWER YOUR SPECIAL POWERS

Always under-power your Special powers—*Displace Image*, *Teleport Self*, *Empathy*, and so on—when you activate them. Doing so doesn't have much effect on the power's duration, but it *does* make the ability cost less EP and that's always a good thing. Keep this in mind when purchasing Special powers for custom-created characters; set their EP Cost setting to High to save purchase points, knowing that you plan to under-power these powers when you use them.

THOSE LITTLE PLUSES!

When purchasing any power, it is *always* cheaper to select a lower Magnitude, Stun, and Knockback setting on the settings screen, and then increase the power's intensity by clicking the plus sign 2 or 3 times on the Powers screen. If you go back and forth while editing the power, you can see the savings. This is a perfect way to stretch the effectiveness of your power a little more for less than the normal cost.

BE ENERGETIC AND STUNNING

Creating a multiplayer character without the Energetic attribute is, we think, pretty foolish. It saves you CP when purchasing energy points, and it enables you to cast your powers much faster. (Recall that Energetic lets your energy level recharge twice as fast.) If you have a power set to "Low" for Energy Point Cost and "High" for Stun *and* you also have the Energetic attribute, you can keep casting that power again and again, keeping your target stunned until he is KO'd.

GET YOUR BEAM TO LIGHT SPEED!

The Light Speed attribute is perfect for packing that extra punch in any beam attack. It doubles the damage of your beam and it's fairly cheap. Indeed, we'd go so far as to say that if you are creating a "beam hero" (character with primarily beam attacks), then you *must* give him Light Speed.

ANIMATION SPEED

When purchasing powers, remember to consider the "start time" on your character's animation. The start time affects the cost of the power. A quicker start time can give you the edge in getting off that first blow, but it's more expensive—sometimes *much* more expensive. For example, the Ice Queen character has the fastest start time at .24 seconds with her "Ranged 1" attack. On the other end of the scale, the Silver Sylph has an animation with a start time of 5.4 seconds. That allows you to afford a really awesome power for a small price. But standing still for 5.5 seconds while you conjure up an attack isn't very healthy in the midst of a battle.

DENSITY MAX

Fliers are annoying. Make sure you set the Damage Type of at least one beam, direct, or projectile attack to *Density Max*. *Density Max* increases the density of the target, making it heavier. Any ranged attack with *Density Max* can bring those flying characters right out of the sky.

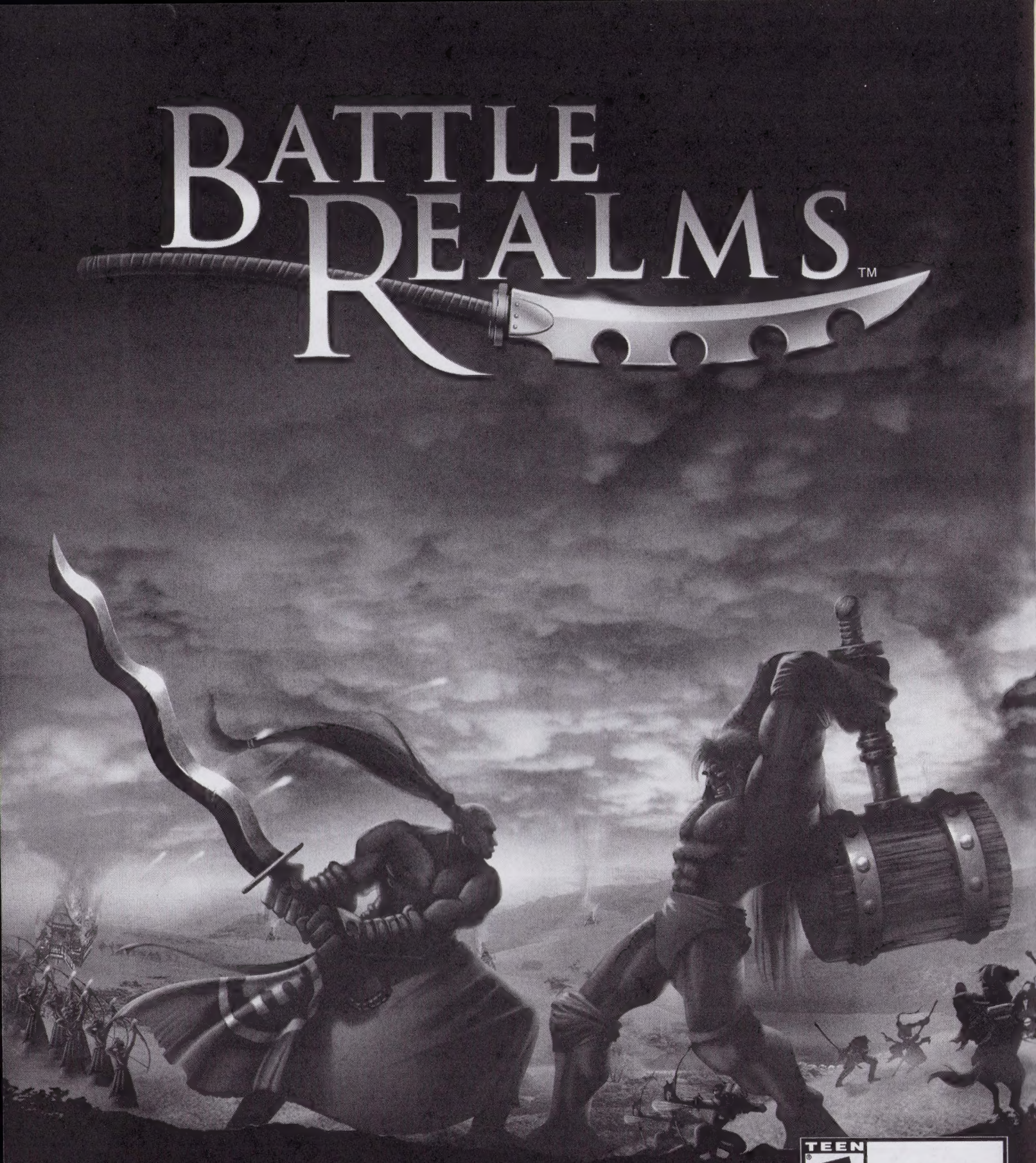
ONE-PUNCH KO POWER

If you want to KO other characters with one punch, get a decent melee power and then purchase the Blitzkrieg and Claws attributes; also buy the most Strength you can afford. Claws adds 10 points of piercing damage to all melee attacks; Blitzkrieg adds a blazing 3 to the swiftness of all melee attacks, plus it adds extra damage. Also, pay attention to animation types: the "Male_Hulking" mesh has animations that feature 3 and 4 strikes for a single punch attack. Mighty!

PASSIVE DEFENSE

If you're in a match with a higher point limit, passive defenses are wonderful. You can make your character almost immune to all damage types so nothing except thrown objects can hurt you much. Note that when you pick a Block Type, stick to "Normal" rather than the "Redirect" or "Deflect" since these only work for projectiles anyway.

BATTLE REALMS™



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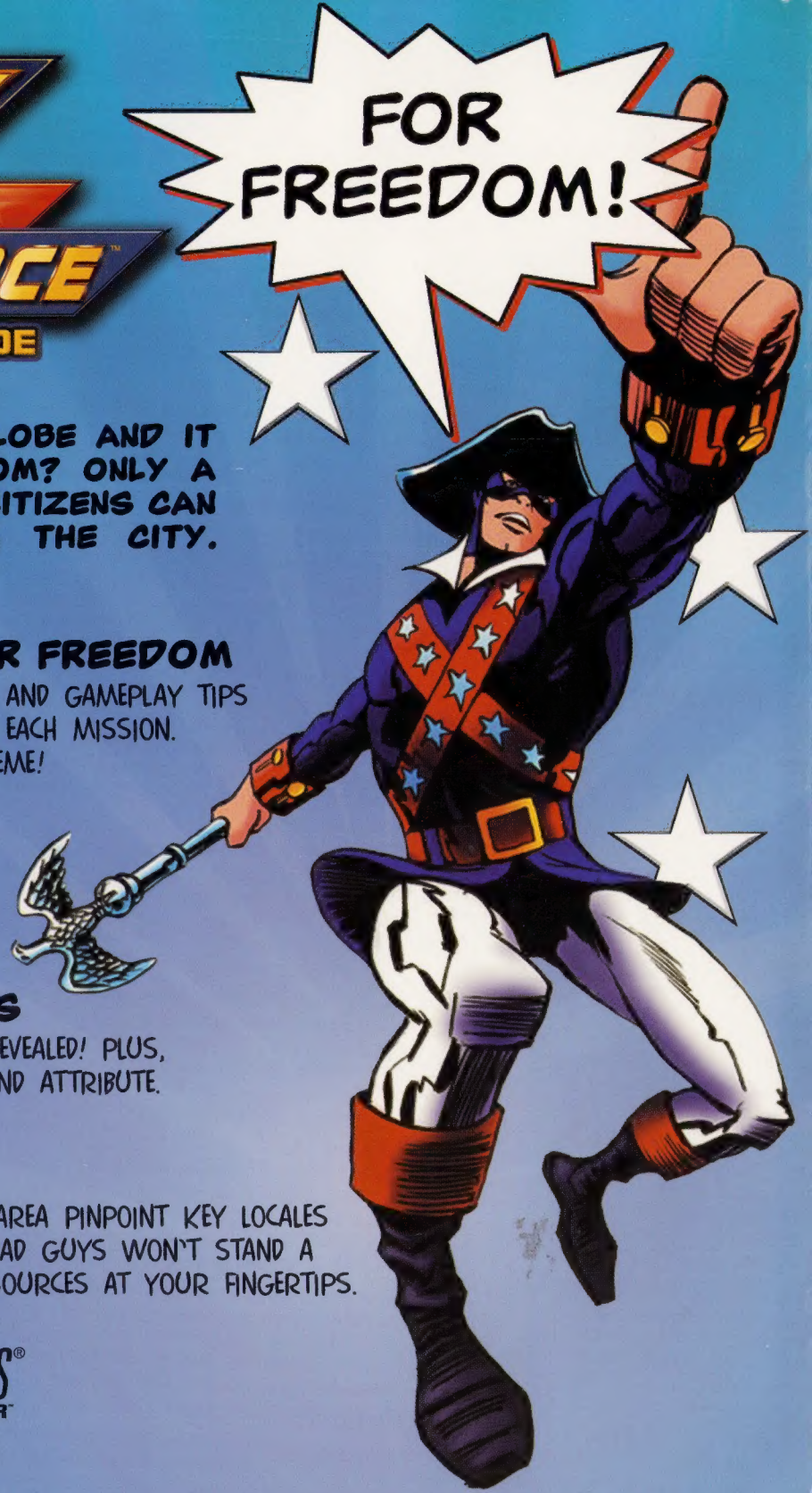

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ISBN 0-7440-0117-X

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